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THE CHESS PLAYER'S

CHRONICLE:

(NEW SERIES.)

Vol. I.—1877.

EDITED BY

Rev. C. E. RANKEN,

WITH THE CO-OPERATION OF

J. CRUM, Esq.
G. B. FRASER, Esq.
Rev. A. B. SKIPWORTH.
Rev. Professor WAYTE.

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EDITED BY

Rev. C. E. RANKEN.

WITH THE CO-OPERATION OF

G. B. FRASER, Esq. | Rev. Professor WAYTE.
Rev. A. B. SKIPWORTH. | J. CRUM, Esq.

BLACK.

WHITE.

White to play and mate in three moves.

LONDON: DEAN & SON, Fleet Street.
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The Chess Player's Chronicle.

1st JANUARY, 1877.

THE SCOTCH GAMBIT.

THE lively form of attack, in the Scotch Gambit, which springs from the retreat of the King's Knight to Bishop's third, in reply to the powerful move (4 Q to K R 5) introduced many years ago by the late Mr Wellington Pulling, has, up till now, received so little attention theoretically, even in the most recently published treatises on the game, that the following analysis of its principal features will not, perhaps, be looked upon as an undesirable contribution to the further elucidation and theory of this opening. So far as my investigations have yet gone, I find much more vitality in all its ramifications than I anticipated, or than one or two leading authorities, upon its first introduction, seemed disposed to concede. I am hopeful, therefore, that the results of the present analysis may justify me in now claiming for it greater consideration at the hands of both theorist and practitioner than it has hitherto enjoyed, convinced that it affords an additional mode of safe and rapid development to the many others at command of the first player in this interesting *début*.

I may be allowed to remark that, as many other variations which remain unnoticed will in all probability occur to the student in playing over the subjoined analysis, it must not too readily be assumed that they have altogether escaped observation. It is quite possible, notwithstanding the careful and patient attention bestowed upon it, that some line of play has been overlooked which would considerably strengthen the attack, or it may be the defence. I am disposed, however, in this case, to believe that the ultimate results of my investigations will not be materially affected.

G. B. FRASER.

DUNDEE, 2*d February*, 1876.

THE FRASER ATTACK IN THE SCOTCH GAMBIT.

GAME I.

White.	*Black.*
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 Q to K R 5
5 Kt to K B 3	

This is the reply, invented in 1870, and constituting the Fraser Attack, which, after examination, I considered might be adopted with some show of success against the *sortie* of the adverse Queen.

5 Q takes K P ch

6 B to K 2

White may also with equal effect play 6 Q B to K 3, for examination of which see Game II.

6 Kt to Q Kt 5

Besides this far from satisfactory defence, which is briefly noticed in Wormald's *Chess Openings* (2d edition, p. 64), the only other feasible replies at the disposal of Black appear to be

I. P to Q 3
II. Kt to K B 3 followed by 7 $\overline{\text{B to K 2}}$
III. B to Q B 4 „ by 7 $\overline{\text{K Kt to K 2}}$
IV. Q to K 2 „ by her immediate retreat home.
V. B to Q Kt 5 giving check.

And to these in rotation I shall limit the present investigations.

7 Kt to Q R 3

It would be somewhat imprudent to sacrifice another Pawn by Castling at this juncture, although the attack thus obtained is more than ordinarily inviting, and without great nicety on the part of the defence, will—as illustrated by the subjoined fragment from actual play—lead to the speedy discomfiture of the second player, *e.g.*:—

7 Castles	7 Q takes Q B P
8 Q to K sq	8 Q to K 5

[The best resource here for Black appears to be 8 $\overline{\text{K to Q sq.}}$ If, instead, the B be moved to K 2, White gets a fine game by 9 Kt to Q R 3, followed by 10 Kt to Q Kt 5.]

9 Kt to Q B 3	9 Q to K 2
10 Kt to Q 4	10 K to Q sq

[Had Black played 10 P to Q 3, the answer would have been 11 P to Q R 3 and 12 Kt to Q 5.]

11 P to Q R 3	11 Kt to Q B 3
12 K Kt to Q Kt 5	12 K Kt to B 3
13 B to K B 4	13 P to Q 3
14 Kt takes Q P	

[A stronger move apparently would be 14 Q R to Q sq.]

	14 P takes Kt
15 B takes P	15 Q to K 3
16 B to K Kt 3	16 B to Q 2
17 Kt to Q Kt 5	17 R to Q B sq
18 Kt takes R P	18 Kt takes Kt
19 Q to Q R 5 ch	19 P to Q Kt 3

20 Q takes Kt and Black's difficulties are not easily surmountable.

	7 B to Q B 4 (A)
8 Castles	8 K Kt to K 2 (B)
9 R to K sq	9 Q to K Kt 3

[If, instead, Black had gone with Q to Q 4, then followed

10 B to Q 2	10 Castles
11 B to Q B 4	11 Q to Q B 3

[There is nothing better left.]

12 P to Q B 3	12 Q Kt to Q 4
13 P to Q Kt 4	13 B to Q Kt 3 (best)
14 B to K Kt 5	14 Kt takes Q B P
15 Q to Q 3	15 K Kt to Q 4

16 Q R to Q B sq and wins.]

10 P to Q B 3	10 Kt to Q B 3
11 P to Q Kt 4	11 B to Q Kt 3
12 B to Q 3	

And the position of Black appears beyond retrieval; for if

	12 P to K B 4
13 P to Q Kt 5	13 Kt to Q sq
14 Kt to K 5	14 Q to K B 3
15 Q to K R 5 ch	15 P to K Kt 3
16 B to K Kt 5	16 P takes Q
17 B takes Q	17 R to K Kt sq

18 B takes Kt or Kt takes Q P and White must win

(A)

	7 Kt to K B 3
8 Castles	8 B to K 2
9 P to Q B 3	

[White might with equal advantage play 9 R to K sq here, the probable continuation then being:

	9 Q to Q 4
10 B to Q 2	10 Kt to Q B 3
11 B to Q B 4	11 Q to K R 4
12 Kt to Q Kt 5	12 K to Q sq
13 Kt to K Kt 5, with a winning attack.]	

	9 Kt to Q B 3
10 Kt to Q Kt 5	10 Castles

There does not appear to be anything better at Black's disposal; 10 K to Q sq would evidently be answered by 11 Kt to K Kt 5 with a won game.

11 Kt takes Q B P	11 R to Q Kt sq
12 B to Q 3	12 Q to K Kt 5
13 P to K R 3	13 Q to K R 4
14 B to K B 4	14 P to Q Kt 4
15 Kt to K 5	15 Kt takes Kt
16 Q takes Q	16 Kt takes Q
17 B takes Kt	17 P to Q 3
18 B to K R 2	18 B to K 3

19 B takes Q Kt P and White will win.

(B)

	8 Kt to K B 3
9 P to Q B 3	9 Kt to Q B 3
10 P to Q Kt 4	10 B to Q Kt 3

If the Bishop retire to K 2, the position is analogous to one already examined.

11 B to Q 3	11 Q to K Kt 5

This is better than 11 Q to Q 4, which loses a Piece in a few moves.

12 P to K R 3	12 Q to K R 4

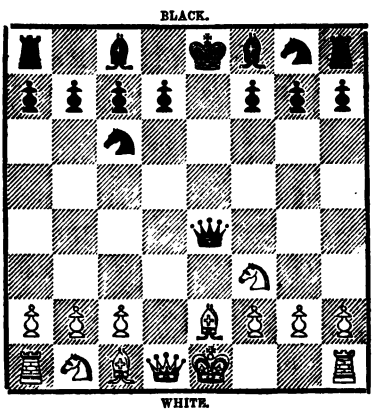
If played to K Kt 6 instead, White wins at once by 13 Kt to Q B 4.

13 R to K sq ch	13 K to Q sq

14 P to Q Kt 5 winning a clear Piece.

VARIATION I.

Commencing at Black's 6th move.



	6 P to Q 3
7 Castles	

Preferable to 7 Q Kt to B 3, which is of less effect in this particular variation than in others.

	7 Q to K 2
8 B to Q Kt 5	8 Q B to K 3

This line of defence was adopted in 1871 by Mr Rosenthal in a consultation party against the Edinburgh Chess Club, but though attended with success on the occasion, it cannot be recommended as satisfactory.

9 Kt to Q 4	9 Q to Q 2
10 R to K sq	10 K Kt to K 2
11 Q to K 2	

[Here the Edinburgh Club played B to K Kt 5, and lost all their advantage by the rejoinder—11 P to Q R 3.]

	11 Castles

If the move just mentioned (11 P to Q R 3) be now adopted instead

of that in the text, the position, in a few moves, becomes still more disadvantageous for Black.

12 B to K Kt 5

White now threatens to capture Q Kt and win at least the exchange, which will be found manifestly better than taking off the Knight at once, *e.g.*:—

12 B takes Kt	12 Kt takes B
13 Kt takes B	13 P takes Kt
14 Q takes P	14 Q takes Q
15 R takes Q	15 Kt to Q 5, gaining a clear Rook

12 K to Kt sq

The only way to obviate the meditated capture.

13 B takes K Kt	13 B takes B
14 B takes Q Kt	14 P takes B
15 Q to Q R 6	15 B to Q 4
16 Kt to Q B 3	16 B to K B 3
17 Kt takes B	17 B takes Kt
18 Kt to Q Kt 4	18 B to Q Kt 3
19 R to K 7	19 Q to Q B sq
20 Kt takes P ch	20 K to R sq
21 Q to Q 3	21 Q R to K sq

22 Q to K 4, with an unquestionable superiority.

[For the leading features of this Variation I am indebted to the courtesy of Mr Rosenthal, who has kindly furnished it from the lengthy analysis of this *début* in his forthcoming work on the "Chess Openings."]

VARIATION II.

Commencing as before, at Black's 6th move.

[*See Diagram.*]

	6 Kt to K B 3
7 Castles	7 B to K 2
8 Kt to Q B 3	8 Q to K B 4

The Queen may also be posted at K 3 or Q Kt 5, but without altering results.

9	Kt to Q Kt 5	9 K to Q sq
10	Kt to K Kt 5	10 R to K B sq
11	B to Q 3	11 Q to K Kt 5
12	P to K B 3	12 B to Q B 4 ch
13	K to R sq	13 Q to K R 5
14	P to K Kt 3	14 Q to K R 4
15	B to K B 4	15 P to Q 3
16	P to K Kt 4	16 Q to K R 5
17	B to Q B 4	17 P to Q R 3
18	Kt to Q B 3	18 B to Q 2

[Black has apparently little else at his disposal.]

19	Kt takes B P ch	19 K to Q B sq
20	B to K Kt 5	20 Q to K R 6

21 Kt to K 2, and Black must lose.

Variation III.

Commencing as in preceding, at 6th move of Black.

		6 B to Q B 4
7	Castles	7 K Kt to K 2

This was recommended as a simple and satisfactory defence, by the "Chess Quarterly" in commenting on a Game which appeared in one of the Nos. for 1874.

8	Kt to Q B 3	8 Q to K Kt 3
9	R to K sq	9 P to Q 3 (A)
10	Kt to Q 5	10 K to Q sq
11	B to Q 3	11 Q to K R 4
12	Kt to K B 4	12 Q to K Kt 5
13	P to K R 3	13 Q to Q 2

14 Kt to K Kt 5, and White has an undoubted superiority.

(A)

		9 Castles
10	B to Q 3	10 P to K B 4 (*a*)
11	Kt to K 2	11 P to Q 3
12	Kt to K B 4	12 Q to K sq

[It is equally disastrous to post the Q at K B 3.]

13	B to Q B 4 ch	13 K to R sq
14	Kt to Q 5, and Black's position is indicative of a speedy collapse.	

(*a*)

		10 Q to K R 4
11	R to K 4	11 P to K B 4
12	B to Q B 4 ch	12 K to R sq
13	R to K R 4	13 Q to K Kt 3

And White has a decided superiority.

(To be continued).

GAME 1.

Played at Counties' Chess Association, Cheltenham, 1876.

(*Sicilian Game*).

WHITE (Professor Wayte).	BLACK (Mr Hodges).
1 P to K 4	1 P to Q B 4
2 Kt to K B 3	2 P to K 3
3 Kt to Q B 3 (*a*)	3 Kt to Q B 3
4 P to Q 4	4 P takes P
5 Kt takes P	5 B to Q B 4 (*b*)
6 K Kt to Q Kt 5	6 P to Q 3
7 B to K B 4 (*c*)*	7 P to K 4
8 B to K 3	8 B to Q Kt 5
9 B to K 2†	9 P to Q R 3
10 P to Q R 3	10 B takes Kt ch (*d*)
11 Kt takes B	11 B to K 3
12 Castles	12 Kt to K B 3
13 Q to Q 2	13 Q to K 2
14 Q R to Q sq	14 Q R to Q sq
15 B to K Kt 5	15 P to K R 3
16 B to K R 4	16 P to K Kt 4
17 B to K Kt 3	17 Kt to Q 5
18 P to K B 3 (*e*)	18 P to Q Kt 4 (*f*)
19 B to Q 3	19 Kt to K R 4
20 B to K B 2	20 Kt to Q B 3
21 P to Q R 4	21 P to Q Kt 5 (*g*)
22 Kt to Q 5	22 Q to Q Kt 2
23 B takes P	23 Q to Q 2
24 B to Q Kt 5	24 Castles (*h*)
25 B takes Kt	

And Black resigns.

Notes by Professor Wayte.

(*a*) Preferable to playing P to Q 4 at once.

(*b*) A lost move, as shortly appears. The correct move is either B to Q Kt 5 or (which comes to the same thing) Kt to K B 3, followed by 6 B to Q Kt 5. Black may also play 5 P to Q R 3.

(*c*) The correct move to compel the advance of the K P, after which Black's Q P is weak. The move was played by Morphy against Anderssen, with just this difference in the positions, that White's Q Kt and Black's K B were both unmoved. See Löwenthal's Morphy, p. 37.

(*d*) 10. P takes Kt would have been still more favourable for White, *e.g.*:—

	10 P takes Kt
11 P takes B	11 R takes R
12 Q takes R	12 Kt takes P
13 B takes P ch	13 B to Q 2

14 Q to R 4, with an excellent game.

(*e*) Compelled to permit the exchange of one or the other of his Bishops, White elects to preserve the Q B as the more serviceable in the present position, looking to the attack on Black's Q P in the end game.

(*f*) Black should have captured the K B at once with his Kt. After this move the defence is no longer tenable, though the collapse on Black's part is more rapid than it need have been.

(*g*) A miscalculation, counting on protecting both Pawns by Q to Q Kt 2.

(*h*) Losing the Queen! His best move, if he desired to prolong the game, was R to Q Kt sq, and on Kt taking P, R takes B, giving up the exchange. But "sudden extinction is preferable to," &c.

* Kt to R 4 looks still better.—(Ed.)

† P to Q R 3 would now win the Q P, we think.—(Ed.)

Game 2.

Played at St George's Chess Club, October, 1876.

(*Evans' Gambit Refused*).

White (Dr Zukertort).	Black (Professor Wayte).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Q B 4	3 B to Q B 4
4 P to Q Kt 4	4 B to Q Kt 3
5 P to Q Kt 5	5 Kt to Q R 4
6 Kt takes P	6 Kt to K R 3
7 P to Q 4	7 P to Q 3
8 B takes Kt	8 P takes Kt
9 B takes K Kt P	9 K R to Kt sq (*a*)
10 B takes K B P ch	10 K takes B
11 B takes K P	11 B to K Kt 5 (*b*)
12 Q to Q 3 (*c*)	12 Q to K Kt 4
13 Kt to Q 2	13 Q R to Q sq
14 P to K R 4	14 Q to K 2
15 P to K B 4	15 K to K sq
16 P to Q B 4	16 P to Q B 3
17 P to Q R 4	17 B takes Q P (*d*)
18 B takes B	18 P to Q B 4

19 Q to Q B 3	19 R takes B
20 Q takes Kt	20 R takes K P ch
21 Kt takes R	21 Q takes Kt ch
22 K to Q 2	22 Q takes K Kt P ch
23 K to B 3	23 B to K B 4
24 K R to K sq ch	24 B to K 5
25 R takes B ch	25 Q takes R
26 R to Q B sq (*e*)	26 R to K Kt 6 ch
27 K to Kt 2	27 Q to Q 5 ch
28 R to Q B 3	28 R to Kt 7 ch
29 K to Kt 3 (*f*)	

And Black mates in three moves.

Notes by Professor Wayte.

(*a*) The *Handbuch* and Dr Zukertort prefer Q takes Q P, leading to an exchange of Queens and Rooks, and pronounce the game even. The play in the text was chosen in order to test Paulsen's variation on the eleventh move.

(*b*) The *Handbuch* gives 11 Q to K Kt 4, and 11 R to K Kt 3, and (somewhat inconsistently with its previous remark) conducts both to the advantage of Black. The only printed game in which we have seen 11 B to K Kt 5, appeared in the *Chess Player's Chronicle*, Vol. I. (1868), p. 40.

(*c*) Paulsen's opponent here played P to K B 3. Dr Zukertort thinks that White's policy is gradually to advance the Pawns, and that he ought to win. In practice, however, we believe that, owing to the exposed situation of White's King, many opportunities are likely to occur (as in the present game) for breaking them up.

(*d*) Black foresees the loss of a Piece, but trusts to the curiously paralyzed situation of White's imprisoned Queen, after capturing the Kt.

(*e*) R to Q sq was greatly preferable, and would have ensured a drawn game,* *e.g.*:—

26 R to Q sq	26 Q to K 6 ch (best) A
27 K to B 2 (best) B	27 R to Kt 7 ch
28 R to Q 2	28 Q to K 5 ch
29 K to Kt 2 (best)	29 Q to Q 5 ch
30 K to B 2	30 Q takes Q B P ch

And draws by perpetual check.

	(A) 26 R to Kt 6 ch
27 K to Kt 2	27 R to Kt 7 ch

28 K to R sq, and White ought perhaps to win.

(B) 27 R to Q 3 (loses)	27 Q to K 8 ch
28 R to Q 2	28 Q to Q B 8 ch
29 K to Q 3	29 R to Kt 6 ch, and wins

(*f*) If 29 K to R 3, Black wins either by 29 P to Q Kt 3 or 29 Q to Q 7. This game is given as an illustration of the opening, and not as a specimen of Dr Zukertort's play.

* Even in this case it seems to us that by playing 26 P to Q Kt 3, Black must win.—(Ed.)

GAME 3.

Played at St George's Chess Club, November 7, 1876.

(*Evans' Gambit Refused*).

WHITE (Mr Minchin).	BLACK (Professor Wayte).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Q B 4	3 B to Q B 4
4 P to Q Kt 4	4 B to Q Kt 3
5 P to Q Kt 5	5 Kt to Q R 4
6 Kt takes P	6 Kt to K R 3
7 P to Q 4	7 P to Q 3
8 B takes Kt	8 P takes Kt
9 B takes K Kt P	9 K R to Kt sq
10 B takes K B P ch	10 K takes B
11 B takes K P	11 B to K Kt 5
12 P to K B 3	12 B to K R 4
13 Q to Q 2 (*a*)	13 Kt to Q B 5
14 Q to K B 4 ch	14 K to K sq
15 B to K B 6	15 Q to Q 2
16 P to K Kt 4	16 B takes Q P (*b*)
17 B takes B	17 Q takes B
18 P to Q B 3	18 Q to Q 6
19 Q to K B 6 (*c*)	19 B takes K Kt P
20 R to K B sq (*d*)	20 Q to K 6 ch
21 K to Q sq	21 R to Q sq ch
22 K to B 2	22 Q to Q 6 ch

And in a move or two White resigned.

Notes by Professor Wayte.

(*a*) Had White Castled, the following moves are probable:—

13 Castles.	13 Kt to Q B 5
14 K to R sq (best)	14 Kt takes B
15 P takes Kt	15 B to Q 5
16 P to Q B 3	16 B takes K P

White can do nothing better than exchange Queens, as 17 Q to K R 5 is threatened. Black's extra Piece will then be more than a match for the remaining Pawns. Again, suppose

13 P to Kt K 4	13 Kt to Q B 5
14 P takes B (if)	14 Kt takes B

and White cannot retake without losing his Queen.

(*b*) In the notes to the preceding game, written before this game was played, it was remarked that in practice many opportunities for breaking up the White Pawns are likely to occur: Black's 16th and 19th moves, in the present game, strikingly illustrate the truth of this remark.

(*c*) If 19 P takes B, 19 R to K Kt 7 wins at once. The move in the text, however, precipitates defeat by leaving the K P insufficiently defended, and the check open at K 6.

(*d*) There is nothing to be done here. If the B is captured, Black evidently wins the Rook with a check, or the Queen, if the King is played on to the Bishop's file.

GAME 4.

Played between two members of the Junior Cambridge University Chess Club.

(French Defence).

WHITE (J. T. C. C., Trinity).	BLACK (W. H. G., St John's).
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 Kt to K B 3	4 Kt to K B 3
5 B to Q 3	5 B to Q 3
6 Castles	6 Castles
7 Kt to K 5 (*a*)	7 P to Q B 4
8 P to Q B 3	8 P to K R 3 (*b*)
9 B to K 3	9 R to K sq
10 P to K B 4	10 P to B 5 (*c*)
11 B to K 2	11 Kt to Q B 3
12 P to Q Kt 3	12 P takes P
13 P takes P	13 Kt to K 2 (*d*)
14 P to K Kt 4	14 Kt to K 5
15 P to B 5	15 P to B 3 (*e*)
16 Kt to K B 3	16 Kt to Q B 3
17 Q to Q 3	17 P to K R 4 (*f*)
18 Kt to R 4	18 B takes P (*g*)
19 K takes B	19 P takes P
20 B takes P	20 P to K Kt 4
21 Kt to Kt 2	21 Q to B 2
22 K to Kt sq	22 Kt to Kt 6 (*h*)
23 R to K sq	23 R to K 5
24 B to B 3	24 Q to R 2 (*i*)
25 B takes R	25 Q to R 8
26 K to B 2	26 Kt takes B
27 Q takes Kt	27 Q takes R
28 Kt takes Q	28 P takes Q
29 P to Q 5	29 Kt to K 4
30 R takes P	30 R takes R
31 B takes R	31 B takes P
32 Kt to R 3	32 B to Q 2
33 Kt to B 4	33 Kt to Kt 5
34 K to Kt sq	34 P to B 4
35 Kt to Kt 6	35 B to K sq
36 Kt to B 8	36 B to Q 2
37 Kt to Q 6	37 P to Kt 4
38 P to B 4 (*k*)	38 Kt to B 3
39 Kt takes P	39 B takes Kt
40 P takes B	40 Kt takes P
41 P to Kt 6	41 Kt to Kt 5 (*l*)
42 P to Kt 7	42 Kt to B 3
43 P to Kt 4	Resigns.

Notes.

(*a*) This move is premature, and ought to involve some loss.
(*b*) The following seems the best way to take advantage of White's error:—

	8 Kt to Q B 3
If 9 P to K B 4, or B to K B 4	9 Q to Q Kt 3, &c.

(*c*) Not well played; Kt to Kt 5 would have been, we believe, a far stronger move, *e.g.*:—

	10 Kt to Kt 5
11 Kt takes Kt (or *)	11 B takes Kt
12 Q takes B	12 R takes B
	with the best game.
(*) 11 B to Q 2	11 B takes Kt
12 B P takes B	12 Q to Kt 3
with a manifest superiority.	

(*d*) We much prefer Kt to K 5.
(*e*) Q to B 2 looks like winning an important Pawn here, besides being more attacking.
(*f*) Q to K 2 would have given White more trouble.
(*g*) A useless sacrifice; he should have played Q to K 2 or Q B 2.
(*h*) Q to Kt 6 seems more to the purpose.
(*i*) A good combination if Black were not a Piece to the bad, but as he is so, it does not pay.
(*k*) It would be more expeditious, perhaps, to make use of the long inactive Kt.
(*l*) Taking the P at once would only have prolonged the game a little.

Game 5.

The following Game was played at Clifton, Nov. 18, 1876, in a handicap tournament now in progress at the Clifton Chess Club, for a silver cup presented for competition by the Rev. J. Greene, President.

(Remove White's K B P.)

Black (Rev. Mr Tibbits).	White (Mr Thorold).
1 P to K 4	
1 P to Q 4	1 P to Q B 4 (*a*)
2 P to Q 5 (*b*)	2 P to Q 3
3 P to Q Kt 3 (*c*)	3 Kt to K B 3
4 B to Q 3	4 P to K 4
5 P takes P (*en pas.*)	5 B takes P
6 B to Q Kt 2	6 B to K 2
7 Kt to K B 3	7 B to K Kt 5
8 Q Kt to Q 2	8 Castles
9 Castles	9 Kt to Q B 3
10 B to B 4 ch	10 K to R sq
11 Q to K sq	11 Kt to K R 4
12 Q to K 3	12 Kt to K B 5
13 P to K 5 (*d*)	13 P to Q 4
14 B to Q 3	14 P to Q 5
15 Q to K sq	15 Q to Q 2

16 B to K 4	16 Q to K 3
17 B to Q 3 (*e*)	17 Kt takes K Kt P (*f*)
18 K takes Kt	18 B takes Kt ch
19 Kt takes B	19 Q to Kt 5 ch
20 K to R sq	20 Q takes Kt ch
21 K to Kt sq	21 R to B 5
22 P to K R 3	22 Q takes R P
23 P to K B 3	23 Kt takes P
24 Q takes Kt	24 Q to Kt 6 ch and wins.

Notes.

(*a*) A risky defence of the P and two opening, which can only be ventured with a very inferior opponent.

(*b*) Too tame; the obvious move is the best, viz., to check at R 5, and take the proffered pawn.

(*c*) The feebleness of this attack soon enables the adversary to make himself tolerably comfortable.

(*d*) Worse and worse; the Kt should have been dislodged from K to B 5 at all risks.

(*e*) This Bishop seems to be playing a game of hide and seek, without being able to find anything.

(*f*) Mr Thorold plays the ending with his characteristic dash and spirit.

Game 6.

A Game just finished in Mr Archdall's correspondence tourney.

(Irregular Opening).

White (Mr Skipworth).	Black (Sergt.-Maj. M'Arthur).
1 P to Q B 4	1 P to K 3
2 P to K 3	2 Kt to K B 3
3 Kt to K B 3	3 P to Q Kt 3
4 P to Q R 3	4 B to Q Kt 2
5 Kt to Q B 3	5 P to Q 4
6 P to Q 4	6 P to Q R 3 (*a*)
7 P takes P	7 Kt takes P
8 B to Q 3	8 Kt to Q 2
9 Castles	9 P to Q B 4 (*b*)
10 Kt takes Kt	10 B takes Kt
11 P to K 4	11 B to Q Kt 2
12 P to Q 5 (*c*)	12 P takes P
13 P takes P	13 B takes P (*d*)
14 R to K sq ch (*e*)	14 B to K 2
15 B to K Kt 5	15 P to K B 3
16 B to K B 4	16 Kt to Q Kt sq (*f*)
17 Kt to K R 4	17 P to K Kt 3 (*g*)

18 B takes K Kt P ch	18 P takes B
19 Kt takes P	19 R to K R 2
20 Kt takes B	20 R takes Kt
21 Q to K R 5 ch	

And Black resigned (*h*).

Notes by Mr Skipworth.

(*a*) Such a precautionary move is not necessary in this position.

(*b*) Black is too busy on the Queen's side; he should rather have given his attention to developing first on the King's side.

(*c*) White now gives up a Pawn for what proves to be a successful attack.

(*d*) If 13, B to K 2, White would probably have played P to Q 6.

(*e*) White might at once have regained the Pawn by playing 14, Q to K 2 ch, or 15, B takes Q R P, but the mode of play adopted was preferable.

(*f*) Black's position is now most difficult to defend. If he castles, White plays at once 16, B takes K R P ch, taking, next move, his opponent's Q B. Bad as the move appears, perhaps Kt to K B sq would have afforded the best chance of defence.

(*g*) Immediately fatal. K to B sq was probably best, but any way Black had a most uncomfortable game.

(*h*) For if—

22 K to B sq (best)	
23 B to K R 6 ch	if 23 R to K Kt 2
24 R to K 8 ch	winning the Queen in two or three moves.

Game 7.

By correspondence between J. Watkinson, Esq., and W. P.

(Two Kts Game).

White (W. P.)	Black (J. Watkinson).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Q B 4	3 Kt to K B 3
4 P to Q 3	4 B to Q B 4
5 Kt to Q B 3	5 P to Q 3
6 P to K R 3 (*a*)	6 Kt to K 2
7 B to K Kt 5	7 Kt to Kt 3
8 Kt to Q 5	8 P to Q B 3
9 Kt takes Kt ch	9 P takes Kt
10 B to K 3	10 B takes B
11 P takes B	11 Q to Q Kt 3
12 Q to Q B sq	12 P to Q 4
13 P takes P	13 P takes P
14 B to Q Kt 3	14 Kt to K R 5 (*b*)
15 B takes Q P (*c*)	15 Kt takes Kt P ch
16 K to B 2 (*d*)	16 Kt to K B 5
17 B to Q Kt 3	17 Kt takes R P ch
18 K to K sq (*e*)	18 Q to Kt 5 ch
19 Q to Q 2	19 Q to K Kt 5

20 Q to K 2	20 Q to Kt 6 ch
21 K to Q 2	21 B to Kt 5
22 R takes Kt (*f*)	22 Q takes R
23 B to R 4 ch	23 K to K 2
24 R to K B sq	24 K R to K Kt sq
25 P to Q 4	25 P to K 5
26 Q to Q Kt 5 (*g*)	26 K to B sq
27 Kt to K sq	27 K R to K Kt 4
28 Q to Q Kt 4 ch	28 K to K Kt 2
29 R to K B 4	29 Q to K R 7 ch
30 K to Q B sq	30 Q to K 7
31 Q to Q 2	31 Q takes Q ch
32 K takes Q	32 P to K R 4 (*h*)
33 Kt to K Kt 2	33 B to K 3
34 R to K B 2	34 B takes Q R P (*i*)
35 P to Q B 3	35 B to K 3
36 Kt to K B 4	36 P to Q Kt 4
37 B to Q B 2	37 P to K B 4
38 P to Q 5	38 B takes P (*k*)
39 Kt takes B	39 R to Q sq
40 B to Q Kt 3	40 P to K B 5
41 P takes P	41 R takes Kt ch
42 B takes R	42 R takes B ch
43 K to K 3	43 P to K B 4
44 R to R 2	44 R to Q 6 ch
45 K to K 2	45 K to Kt 3
46 R to K Kt 2 ch	46 K to R 3
47 R to K R 2	47 R to K B 6

And White resigns.

Notes.

(*a*) We much prefer Kt to K 2 here, or B to K Kt 5.

(*b*) This move was unsound; B to K 3 seems the correct play.

(*c*) White should have taken the Kt, moved K to K 2 on being checked by the Q, and then taken Q P.

(*d*) Another error; K to K 2 would have given Black some trouble to extricate his Kt.

(*e*) The wrong square once more; giving Black the opportunity of bringing in his Queen.

(*f*) A needless sacrifice; he should have played Q R to K B sq, and followed it by B to Q 5 and Q to R 2.

(*g*) Ingeniously conceived; but Black might, we believe, have safely taken the Kt with P, nevertheless.

(*h*) We see no reason why the K P was left unguarded, or why White did not take it.

(*i*) Not good style; we should have played on the P to R 5, for White could not take it without losing a Piece.

(*k*) This looks like a slip; but having two extra Pawns, he can afford to make it.

GAME 8.

The two following Games were played at Malvern last February.

(King's Gambit).

WHITE (B. W. Fisher).	BLACK (C. E. Ranken).
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 Kt to K B 3	3 P to K Kt 4
4 B to B 4	4 B to Kt 2
5 Castles	5 P to Q 3
6 P to Q 4	6 P to K R 3
7 P to B 3	7 Q to K 2
8 Kt to R 3	8 Kt to Q B 3
9 P to Q Kt 4	9 Kt to B 3 (*a*)
10 P to Kt 5	10 Kt to Q sq
11 R to K sq	11 Castles (*b*)
12 Kt to Q B 2	12 P to Kt 5 (*c*)
13 P to K 5	13 Kt to R 4
14 P takes P	14 Q takes P
15 B to R 3	15 Q to K Kt 3
16 Kt to K 5	16 B takes Kt (*d*)
17 R takes B	17 B to B 4
18 Kt to K sq	18 Kt to K 3
19 B takes R	19 R takes B
20 Kt to Q 3 (*e*)	20 Q Kt to Kt 4
21 Q to Q 2	21 Kt to K 5 (*f*)
22 R takes Kt (*g*)	22 B takes R
23 Kt takes P	23 Q to Kt 4
24 R to K B sq	24 K to R 2
25 Q to K B 2	25 Kt takes Kt
26 Q takes Kt	26 Q takes Q
27 R takes Q	27 P to K B 4
28 P to Q R 4	28 K to Kt 3
29 P to R 5 (*h*)	29 K to Kt 4
30 R to B sq	30 P to R 4
31 B to K 6	31 B to Q 6
32 P to Kt 6 (*i*)	32 B P takes P
33 R to Q sq	33 B to K 5
34 P to Q 5 (*k*)	34 K to B 3
35 R to Q 2	35 P to Q Kt 4
36 K to B 2	36 R to Q sq
37 K to Kt 3	37 K to K 4 (*l*)
38 B to B 7	38 P to B 5 ch
39 K to R 4	39 P to B 6
40 P takes P	40 P takes P
41 B takes P (*m*)	41 K to B 5

42 P to Q 6	42 K to K 6
43 R to Q sq	43 P to B 7
44 K to Kt 3 (*n*)	44 B to Q 6

And Black wins.

Notes.

(*a*) It would have been more prudent to play P to Q R 3.
(*b*) Much inferior to B to K 3.
(*c*) B to Kt 3 appears to be the correct move here also; Black must now lose the exchange or a Pawn.
(*d*) Q to Kt 4, with the object of moving her afterwards to R 5, was better than taking the Kt.
(*e*) He ought rather to have played B to Q 3 perhaps.
(*f*) Sacrificing the Kt at B 6 was clearly unsound, and the answer to P to B 6 would be Kt to B 4.
(*g*) There does not seem any immediate objection to retiring the Q to K sq.
(*h*) It would be better to bring up the K.
(*i*) Well played; this goes far to remedy the oversight at the last move.
(*k*) An error; he should at once have advanced the Q B P.
(*l*) Much stronger than K to Kt 4, which White would have replied to by P to R 4 ch.
(*m*) The proper play was K to Kt 3, which would, we think, save the game.
(*n*) Too late now; B to Kt 4 would also be of no avail, on account of the reply B to Kt 7.

Game 9.

(Evan's Gambit).

White (C. E. Ranken).	Black (B. W. Fisher).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes Kt P
5 P to B 3	5 B to R 4
6 Castles	6 Kt to K B 3
7 B to R 3	7 P to Q 3
8 P to Q 4	8 K Kt takes P (*a*)
9 P takes P	9 K Kt takes P
10 Kt takes Kt	10 B takes Kt
11 B takes P ch (*b*)	11 K takes B
12 Q to Kt 3 ch	12 B to K 3
13 Q takes K B	13 P to Q 4
14 Q to K 3	14 R to K sq
15 Kt to Kt 5 ch	15 K to Kt sq
16 P to B 4	16 B to B 4
17 Q R to Q sq	17 P to Q Kt 3
18 Q to K B 3 (*c*)	18 Kt takes P
19 Q takes P ch	19 Q takes Q

20 R takes Q	20 Kt to B 5
21 B to B sq	21 Kt to Q 3
22 B to Kt 2	22 P to K R 3
23 Kt to B 3	23 B to K 5
24 R to Q 4 (*d*)	24 B takes Kt
25 R takes B	25 R to K 8 ch
26 K to B 2	26 Q R to K sq
27 K R to Q Kt 3	27 Kt to B 4
28 Q R to Q 2	28 P to B 4
29 P to Kt 4	29 Kt to Q 5 (*e*)
30 B takes Kt	30 P takes B
31 K R to Q 3	31 Q R to K 5
32 R takes P	32 R takes R
33 R takes R	33 R to Q R 8
34 R to R 4 (*f*)	34 P to Q R 4
35 R to R 3	35 R to Q Kt 8
36 R to Q Kt 3 (*g*)	36 R takes R
37 P takes R	37 P to Q Kt 4
38 K to K 3	38 P to R 5
39 P takes P	39 P takes P
40 K to Q 3	40 K to B 2
41 P to R 4	41 K to K 3
42 P to R 5	42 P to R 6
43 K to B 3	43 K to Q 4
44 P to Kt 5	44 K to K 5
45 P takes P	45 P takes P
46 K to Kt 3	46 K takes P
47 K takes P	47 K to Kt 4
48 K to Kt 3	48 K takes P
49 K to B 2	49 K to Kt 5
50 K to K 2	50 K to Kt 6

And Black wins.

Notes.

(*a*) This and the next move are not to be commended, but it is questionable if White took the best advantage of them.

(*b*) We believe Q to Q Kt 3 would have been the proper play.

(*c*) An oversight; but in any case Black has a winning superiority both of force and position.

(*d*) R to Q sq looks better.

(*e*) Not a good move; the Kt should be played to R 5.

(*f*) An error; R to Q 2 was the correct defence.

(*g*) This was a fatal mistake; by keeping his R and simply playing P to K R 3, he could have easily drawn the game.

CHESS INTELLIGENCE.

*** SECRETARIES OF CLUBS AND OTHERS *are invited to assist us in making our record of the month's doings as complete as possible.*

THE LONDON CLUBS.—*St. George's.*—This Club has opened its winter season with unusual activity, under the energetic management of Mr Minchin, the new hon. secretary. During the summer vacation the Club rooms were repainted and redecorated by the proprietors. The last Handicap of the summer season, started in June after an earlier one had been won by Dr Ballard, was not brought to a close until October, the delay having been owing to a small number of unplayed games by members who had left town. The Handicap was won easily by Mr Marett, who on this occasion received, for the first time, the odds of pawn and move from the First Class; Dr Ballard taking the second prize. After this, it is needless to say, Mr Marett resumes his position as a First Class player. An "even" tournament has now been started, as a change from the Handicaps, and nine players have entered the lists: Messrs Ball, Ballard, Lindsay, Marett, Minchin, Puller, Salter, Warner, and Wayte. Sufficient progress has not yet been made to warrant us in hazarding a prophecy as to the probable result. Messrs Puller, Salter, and Warner have lately come to the front as First Class players: it is not long since they received the odds of pawn and move from Messrs Minchin, Wayte, and others.—The Match between the St. George's and West End Chess Clubs came off on the 2d of December, and the decisive victory of the former Club was duly chronicled by the weekly Chess organs. No complete list of the games played has, however, yet appeared. They were as follows:—

St George's.	West End.
Ball, 1 1	Blunt, 0 0
Ballard, 1 1	Mocatta, 0 0
Foster, 1 0	Mundell, 0 1
Marett, dr 1	Martin, dr 0
Minchin, 0 0	Hoffer, 1 1
Puller, 1	Robey, 0
Salter, 1 1	Eccles, 0 0
Warner, 1 dr	Schomberg, 0 dr
Wayte, dr —10	Potter, dr — 3

West End.—The second round of the Winter Handicap ended in favour of the following players:—Dr Ballard, Messrs Blunt, Ehrlich, Gümpel, Heath, Levy, and Ryan. Major Martin and Mr Meyer have still one game to play: pending this, the pairs for the third round has been drawn as follows:—Ballard *v.* Levy; Blunt *v.* Ryan; Gümpel *v.* Heath; Martin or Meyer *v.* Ehrlich.

MATCH BETWEEN E. THOROLD, ESQ. AND MISS RUDGE.—A friendly match has just been concluded between E. Thorold, Esq. and Miss Rudge, the former giving Q Kt. Score—Miss Rudge 7, Mr Thorold 3, and 2 drawn. A return match at the same odds is now in progress, and each player has won one game.

DEATH OF MR WORMALD.—We much regret to have to announce the death, on December 4th, of Mr Wormald, the Chess Editor of the *Illustrated London News*, who, since the decease of Mr Staunton, has conducted the Chess column of that paper. The event seems to have been not unexpected, yet at the last somewhat sudden, for only a few weeks ago he inserted a notice

of the re-appearance of this Magazine, and on Saturday, December 2d, repeated it in reply to a Correspondent. Mr Wormald began his Chess career as a Member of the Oxford University Club, and subsequently, we believe, on his removal to London, took part in the Congress of 1862. Although he has since engaged in no matches of importance, he was well known in Chess circles as a strong player, but more especially obtained a reputation by his books on the openings, which he brought out both in his own name and in conjunction with that of the late Mr Staunton. He was also a brilliant and original problem composer, an accomplishment very seldom possessed by players of any considerable strength in the game and knowledge of the openings.

A MATCH is being played at the West End Club between Messrs Wayte and Minchin, the victory to be adjudged to the winner of eleven games. At the date of our publication the score stands, Wayte 5, Minchin 4, drawn 1.

CHESS MATCH—EAST OF SCOTLAND *against* WEST OF SCOTLAND.—This match, played in the Balmoral Hotel, Edinburgh, on Saturday, 2d December, had promised to be interesting, from the imposing array of forty-eight players entered on either side, but of whom only twenty actually competed. It is only fair to explain that the match having been played on the two previous occasions for the most part in Edinburgh—and its recurrence having been in abeyance for about four years, because the Western players failed to induce the Eastern players to contend in turn in Glasgow, or partly in Glasgow—they only agreed to play a third time in Edinburgh, and so far be handicapped, because admittedly stronger at present. The Western players never, however, consented to bring more than thirty players into the field, although willing to do all in their power to bring more, if successful in overcoming the objections of many and strong players to fight a third time in Edinburgh. But when further handicapped by the postponement of the match for a month, agreeable to the convenience of the Edinburgh Club, it became difficult for the West to muster even twenty players, and some of these coming as mere witnesses, were, for sake of appearance, pressed into the match, and very kindly undertook to do their best in the emergency. Still anxious to "keep tryst" and avoid disappointment, the West offered with their *few* to play the *many*, by duplicate, provided the East should be satisfied with the pairing. This proposal being declined, they then telegraphed that twelve of the Western players, who could not or would not go to Edinburgh, would be waiting to contend with as many Eastern players in Glasgow, it being as near for Dundee players to come to Glasgow as Edinburgh. In consequence, Messrs. Eekhout, Hunter, Fairlie, Livingstone, W. Murray, W. F. Murray, Moffat, Steegman, Tait, and others, waited in Glasgow for coming opponents, but in vain; whilst on the Eastern side, Sheriff Robertson, Messrs. Baxter, MacDonald, Strathern, and others were, in Edinburgh, unwilling and mere spectators of the match in which, otherwise, they hoped to have sustained a part. Thus the match cannot be considered as fairly representing, far less testing, the strength of either side, where so many and strong players were left out, but resolved itself into a very pleasant Chess gathering. The Edinburgh Club, with accustomed courtesy, entertained their visitors with liberal hospitality. On the last occasion, when thirty-five players contended on either side, the East was victorious by a single game; and on the present occasion, won by a majority of four games. The attendance was influential and large, the interest manifested considerable, and some of the games displayed fine positions and combinations. Play commenced at eleven o'clock and finished at seven, with a score of 27 in favour of the East, against 23 for the West—8 games being drawn and 2 unplayed—the details of which we append, the asterisks denoting draws:—

East of Scotland.			West of Scotland.	
Balfour, J., Leven		1*	Berwick, A.	1*
Baxter, J. D., Dundee		0*	Grant, R. M.	2*
Boase, C., Edinburgh		1*	Birch, J.	1*
Bremner, J. F., Cupar		2*	Harvey, R.	0*
Cappie, Dr, Edinburgh		1*	Ambrose, D.	1*
Davidson, Dr J., Blairgowrie		1	Boyd, R. A.	2
Davis, Rev. F. W.,	Do.	2	Jago, A.	1
Fraser, J. B., Dundee		2	Jenkins, J.	0
Gloag, J. A. Lake, Edinburgh		1	Ross, A.	2
Greenhill, J.,	Do.	0	Crum, J.	2
Kronheim, J. M.,	Do.	3	Barclay	0
Latta, D. M.,	Do.	2	Taylor, J. M.	1
M'Arthur, Rev. G.,	Do.	2*	Murray, A. K.	0*
Macfie, J.,	Do.	2	Kennedy, N.	1
Matthew, C.,	Do.	0	Bash, S.	3
Meikle C.,	Do.	2	Spens, Sheriff	1
Mellis, J.,	Do.	2	Broom, A.	1
Nimmo, J.,	Do.	0**	Court, J.	1**
Omond, Dr,	Do.	1	Tennant, A.	2
Russell, A., Cupar		2	Gilchrist, J.	1
		—27		—23

Correspondence Tourney.—The Rev. T. H. Archdall has organized, and is managing a Correspondence Tourney. Seventeen players have entered, paying £1 1s. 0d. each. Each player plays one game with each other player (four games being carried on at the same time), and the players who make the highest total scores win the first, second, and third prizes, of the respective values of £10, £4, and £3. All credit is due to Mr Archdall for his zeal in this organization, and for his courage in undertaking to be sole conductor and referee. Our only regret is that more well-known names of first-class amateurs do not appear on the list of competitors. The task of playing four simultaneous Correspondence games is no easy one, and here may be the cause why many have not come forward. Chess, of course, only occupies our leisure hours, and few can have sufficient leisure for thoroughly analysing the new positions in four games which are constantly presenting themselves. We shall not, therefore, be surprised to find that the standard of play is often below par. On the other hand, this state of things may bridge over inequalities among the players, as Correspondence play usually tends to do, and so increase the interest of the competition. We give one of the games just concluded, on another page of this magazine.

NOTICE TO CORRESPONDENTS.

J. W., Huddersfield; A. B. S., Tetford; E. T., Bath; J. J., Glasgow; Prof. Wayte; Messrs W. & J. Pierce; F. R. D., Malvern; and many others, are thanked for their welcome contributions and good wishes.

G. B. F., Dundee. We return you our best acknowledgments for your valuable article, and shall eagerly await the second instalment.

T. B. L., Raleigh, N. Carolina. We take the first opportunity of thanking you for the budget of games sent some months ago. We played them over with much interest, but fear they are hardly up to our standard for publication. We should like to see, by-and-bye, some other specimens of Chess in the Southern States.

Problems received with thanks from C. M. Baxter, Sergeant-Major M'Arthur, W. Greenwood, T. H. Finlinson, H. Blanchard, G. E. Barbier, W. Coates, W. T. Pierce, Rev. F. R. Drew, W. S. Pavitt, J. Pierce, Rev. A. C. Pearson.

We shall be glad to acknowledge any solutions to problems which we may receive before the 20th of each month.

PROBLEMS.

Under the supervision of JOHN CRUM, 16 *Bothwell Street, Glasgow, to whom all Communications connected with Problems, Solutions, &c., should be addressed.*

No. 1.—By W. TIMBRELL PIERCE.

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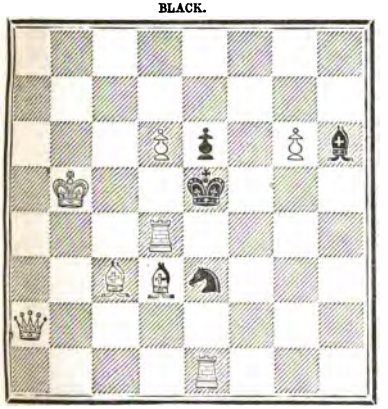


WHITE.

White to play and mate in two moves.

No. 2.—By J. H. FINLINSON.

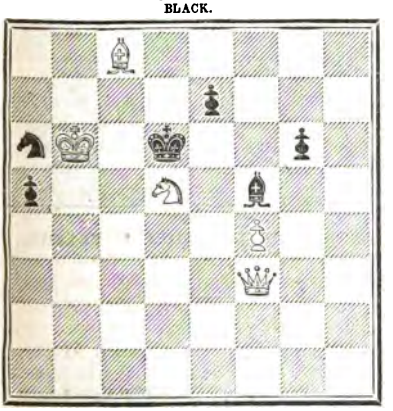
BLACK.

WHITE.

White to play and mate in two moves.

No. 3.—By C. M. BAXTER.

BLACK.

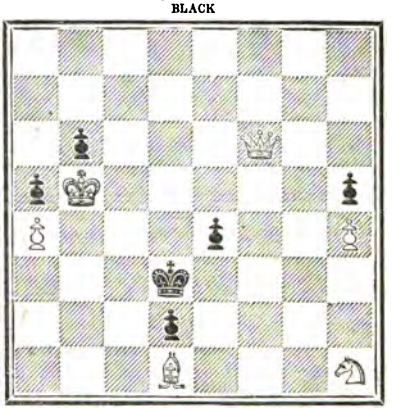


WHITE.

White to play and mate in three moves.

No. 4.—By G. E. BARBIER.

BLACK



WHITE.

White to play and mate in three moves.

No. 5.—By Sergt.-Major M'Arthur.

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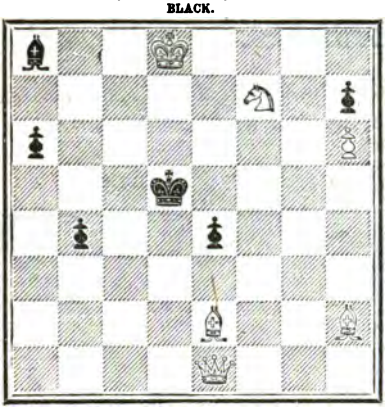

WHITE.

White to play and mate in three moves.

No. 6.—By James Pierce, M.A.

BLACK.

WHITE.

White to play and mate in three moves.

No. 7.—By W. Greenwood.

BLACK.

WHITE.

White to play and mate in four moves.

No. 8.—By H. Blanchard.

BLACK.

WHITE.

White to play and mate in four moves.

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THE CHESS PLAYER'S CHRONICLE:

(New Series.)

A Monthly Record of Chess.

EDITED BY

Rev. C. E. RANKEN.

WITH THE CO-OPERATION OF

G. B. FRASER, Esq. | Rev. Professor WAYTE.
Rev. A. B. SKIPWORTH. | J. CRUM, Esq.

PROBLEM

BY

Rev. F. R. DREW.

BLACK.

WHITE.

White to play and mate in four moves

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The Chess Player's Chronicle.

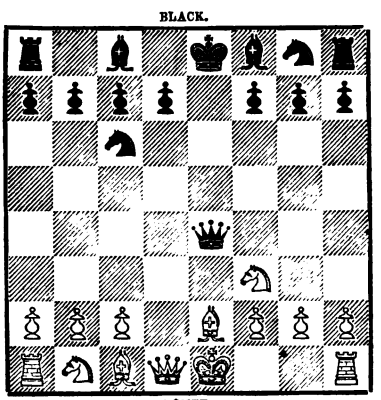
1st FEBRUARY, 1877.

THE SCOTCH GAMBIT.

(Continued from page 8).

VARIATION IV.

Commencing at Black's 6th move.



	6 Q to K 2	

This, followed by the Queen's immediate retreat home, seems to yield a much better defence than might at first be expected, from the apparently lost time which its adoption involves.

7	B to K Kt 5	7 Kt to K B 3 (A)
8	Kt to Q B 3	8 Q to Q sq
9	B takes Kt	9 Q takes B
10	Kt to Q 5	10 Q to Q sq
11	Kt to Q 4	11 P to Q R 3

[If Black reply with 11 B to Q B 4, White may play 12 Kt to Kt 5 with

good effect; and if, instead, he change off Knights, the White Queen retakes and occupies a commanding position, from which she cannot readily be dislodged, *e.g.*:—

	11 Kt takes Kt
12 Q takes Kt	12 P to Q 3
13 Castles (K R)	13 B to K 3
14 Q R to K sq, with a splendid game.]	

12 Q to Q 3

[White may also Castle at this stage with equal advantage.]

	12 B to K 2
13 Q to K Kt 3	13 Kt takes Kt
14 Q takes Kt P	14 Kt takes B P ch
15 K to Q 2	15 R to K B sq
16 K takes Kt	16 P to Q 3

17 Q R to K sq, and White's position is to be preferred.

(A)

	7 P to K B 3
8 B to K 3	8 Q to K B 2
9 Castles	9 K Kt to K 2
10 Kt to Q B 3	10 P to Q R 3
11 Kt to Q 4	

[White might also play R to K sq here, and acquire a fine position.]

11 Kt takes Kt

[11 Kt to K Kt 3 gives rise to some interesting variations.]

12 Q B takes Kt	12 Kt to Q B 3
13 B to K R 5	13 P to K Kt 3
14 B to K B 3	14 Kt takes B

15 Q takes B, with the better game.

VARIATION V.

Commencing at Black's 6th move.

[*See Diagram.*]

	6 B to Q Kt 5 ch
7 P to Q B 3	7 B to Q B 4

[If he retreat the B to K 2, following it up next move with Kt to K B 3 or P to Q 3, the position is analogous to those previously examined under Variation II.]

8 Castles	8 Kt to K B 3 (A) (B)

9 P to Q Kt 4	9 B to Q Kt 3
10 B to Q 3	10 Q to Kt 5

[If, instead, the Queen go to her 4th, White gets a winning attack by 11 P to Q B 4.]

11 P to K R 3	11 Q to K R 4
12 R to K sq ch	12 K to Q sq

13 P to Q Kt 5, with a great superiority.

(A)

	8 Q to K 2
9 R to K sq	9 P to Q 3
10 B to Q B 4	10 B to K 3
11 Kt to Q 4	11 Kt to K 4

[If, instead:

	11 Kt to Q sq, then
12 Q to Q Kt 3	12 K to Q 2
13 B to K 3	13 B takes B
14 Q takes B	14 Kt to K 3
15 Kt takes Kt	15 P takes Kt
16 B takes B	16 P takes B
17 Kt to Q R 3	17 R to K sq
18 Q to Q R 4 ch, &c.]	
12 B takes B	12 P takes B
13 Q to Q Kt 3	13 Castles (Q R)
14 Q takes K P ch	14 K to Kt sq

and the positions are about equal.

I am under obligation to M. Rosenthal for the foregoing defence, which seems solid and satisfactory; but the following continuation from the 10th move appears to me considerably stronger for the first player than that given by this distinguished practitioner, viz. :—

10 P to Q Kt 4	10 B to Q Kt 3
11 P to Q R 4	11 P to Q R 4 (forced)
12 P takes R P	12 R takes P

[If the Bishop take this Pawn, White, in a move or two, gets the opportunity longed for of playing his Kt to Q 4.]

13 B to Q Kt 5	13 B to K 3
14 Q Kt to Q 2	

[Kt to Q 4 is also an effective move here.]

	14 Kt to K B 3

[If, instead:

	14 Q to Q 2

15 Kt to Q B 4 — 15 R to R sq
16 Kt takes B — 16 P takes Kt
17 Q to Q 4 — 17 K Kt to K 2
18 Q takes Q Kt P, &c.]

15 Kt to Q B 4 — 15 R to R sq
16 Kt takes B — 16 P takes Kt
17 Kt to Q 4; or, B to Q R 3, with a fine game.

(B)

8 K Kt to K 2
9 R to K sq — 9 P to Q 3
10 P to Q Kt 4

[White may also play here 10 B to Q 3, whereupon the following variation arises:—

10 B to Q 3 — 10 Q to K Kt 5
[The Q may also go to Q 4.]
11 R to K 4 — 11 Q to Q 2
12 Kt to K Kt 5 — 12 P to K B 4
13 R to K R 4 — 13 P to K R 3
14 P to Q Kt 4 — 14 B to Q Kt 3
15 Q to K R 5 ch — 15 P to K Kt 3
16 Q to K 2 — 16 Kt to K 4
17 B to K B 4 — 17 Kt takes K B
18 Q takes Kt — 18 Kt to Q B 3
19 Kt to Q 2 — 19 Q to K Kt 2
20 R to K sq ch — 20 K to B sq

If 20 K to Q sq, then 21 B takes Q P; and if, instead, 20 Kt to K 2, then 21 Kt to Q B 4.

21 B takes P ch — 21 P takes B
22 Q takes P ch — 22 Kt to K 2
23 Kt to Q B 4 — 23 K to K sq
24 Kt takes B — 24 P takes Kt
25 R to Q 4, &c., &c.]

10 B to Q Kt 3
11 P to Q R 4 — 11 P to Q R 4
12 P takes R P — 12 R takes P
13 B to Q Kt 5 — 13 Q to K Kt 3

[Black's last move is undoubtedly the best at his disposal.]

14 Q Kt to R 3 — 14 B to K 3 (best)
15 Kt to Q 2

[White might with perhaps more advantage play here Kt to Q 4 at once.]

15 P to Q 4
16 Kt to Q Kt 3 — 16 R to R sq
17 B takes Kt ch — 17 P takes B
18 Kt to Q B 2 — 18 Castles

19 P to Q R 5 — 19 B to Q R 2

20 B to Q R 3, and White's passed R P will shortly require all Black's attention.

GAME II.

1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 Q to K R 5
5 Kt to K B 3	5 Q takes K P ch
6 B to K 3	

It is worthy of notice that the last two moves of White may be transposed, perhaps with advantage. The first player at all events is, in such a case, left the option of an agreeable modification of Horwitz's counter-attack, or of that now under examination.

6 B to Q B 4

[If Black in this variation gives check here, he speedily gets into difficulties.]

7 B to Q 3	7 Q to K 2
8 Castles	8 B takes B (A)
9 R to K sq	9 P to Q 3
10 R takes B	10 B to K 3
11 B to Q B 4	11 Kt to K B 3

[Should he Castle on the Queen's side at this juncture, White may proceed by
12 B takes B — 12 P takes B
13 Kt to Q 4, and secure a good game.]

12 Kt to Q B 3 — 12 Castles (Q R)

[If he Castle on the other side, White's best course is apparently 13 Q to K sq, upon which may follow

	13 Q R to K sq
14 Kt to K Kt 5	14 Kt to Q sq
15 P to K B 4	15 Kt to K Kt 5
16 Q to K R 4	16 P to K R 3
17 Kt to Q 5	17 Q to Q 2
18 Kt to B 6 ch, &c.]	

13 B takes B — 13 P takes B

14 Kt to Q 4, with a fine game.

(A)

	8 P to Q 4
9 R to K sq	9 B to K 3

10 B to Q Kt 5	10 Castles
11 B takes Kt	11 P takes B

12 Q to Q 3, and White has a finely developed game.

It is unnecessary further to pursue the investigation of this particular form of attack. In every case it appears to yield at least equality, and invariably to originate a host of fresh and instructive positions in addition to the already numerous class afforded by this favourite and *ancient début.*

GEO. B. FRASER.

GAME 10.

The two following Games are from the Match just ended between Messrs. Wayte and Minchin.

(Ruy Lopez).

WHITE (Mr Minchin).	BLACK (Professor Wayte).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Q Kt 5	3 P to Q R 3
4 B to Q R 4	4 Kt to K B 3
5 P to Q 3	5 P to Q 3
6 P to Q B 3 (*a*)	6 B to K 2 (*b*)
7 P to K R 3	7 Castles
8 P to K Kt 4	8 K to R sq
9 Q to K 2 (*c*)	9 B to K 3
10 Q Kt to Q 2	10 P to Q Kt 4
11 B to Q B 2	11 P to Q Kt 5 (*d*)
12 Kt to K B sq	12 P takes P
13 P takes P	13 P to Q 4
14 Kt to K Kt 5	14 Q to Q 2
15 Kt takes B	15 P takes Kt (*e*)
16 Kt to K Kt 3	16 B to Q B 4
17 Castles	17 Q to K 2 (*f*)
18 K to Kt 2	18 Q to Q 3
19 B to Q 2	19 B to Q Kt 3
20 Q R to Q B sq	20 Kt to K 2
21 P to Q 4	21 Kt to K Kt 3 (*g*)
22 Q P takes P	22 Q Kt takes P
23 P to K B 4	23 Kt takes K P
24 Kt takes Kt	24 P takes Kt
25 P takes Kt	25 Q takes P
26 Q takes K P	26 Q takes Q
27 B takes Q	27 Q R to Q sq
28 B to K Kt 5	

And Black resigns.

Notes by Professor Wayte.

(*a*) This move is now generally played upon the recommendation of Mr Steinitz; Dr Zukertort, however, thinks that Anderssen's move B takes Kt (ch) is at least equally likely to yield White an advantage through the doubled Pawn.

(*b*) P to K Kt 3, and afterwards B to K Kt 2, is now the fashion: but we have found the move in the text also afford a satisfactory defence.

(*c*) These moves are in strict accordance with Steinitz's mode of developing his game in the "leading case" for this opening, No. I. of the Blackburne match.

(*d*) In order to deter White from castling on the Queen's side, his other flank being somewhat exposed already.

(*e*) Played with the hope of an attack on the open K B file; but Q takes Kt is perhaps better than doubling the Pawns.

(*f*) A lost move. White is not likely to be tempted to undouble the Pawns.

(*g*) A miscalculation, which costs Black a piece. Notwithstanding his loss of time on previous moves, Black might now, we think, have maintained a fairly equal game by simply playing K Kt to Q 2.

Game 11.

(Scotch Gambit).

White (Professor Wayte).	Black (Mr Minchin).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 B to Q B 4*
5 Kt to K B 5	5 Q to K B 3
6 Kt to Q B 3	6 K Kt to K 2
7 Kt to K 3	7 P to Q 3
8 B to K 2	8 Kt to K 4 (*a*)
9 Castles	9 P to Q B 3
10 P to K B 4	10 Q Kt to K Kt 3
11 K to R sq	11 B takes Kt (*b*)
12 B takes B	12 Castles
13 Q to Q 2	13 P to K R 3 (*c*)
14 Q R to Q sq	14 P to Q 4
15 B to Q 4 (*d*)	15 Q to Q 3
16 P to K B 5	16 Kt to K 4
17 P to K B 6	17 P takes P (*e*)
18 Q takes P	18 K Kt to Kt 3
19 P takes P	19 P to K B 4 (*f*)
20 P to K Kt 4 (*g*)	20 P to Q B 4
21 P takes P	21 P takes B (*h*)
22 P to K B 6	22 Q takes B P
23 R takes Q	23 P takes Kt
24 B to K R 5	24 P takes P
25 B takes Kt	25 Kt takes B
26 R takes Kt (ch)	26 P takes R
27 Q takes P (ch)	27 K to R sq
28 R to K Kt sq	28 B to K Kt 5

And White mates in three moves.

Notes by Professor Wayte.

(*a*) In some subsequent games Mr M. played here B to K 3, and afterwards castled on the Queen's side. The result of this variation (of which we hope hereafter to give specimens) was a perfectly even game.

(*b*) To prevent P to K 5, and on P taking P, Kt to K 4 winning a piece.

(*c*) Black has no time to bring out his Q B and Q R. He is now threatened with P to K B 5 and B to K Kt 5, involving considerable danger to his Queen, and a decisive inferiority in any case.

(*d*) Better than taking the Q P. White now ensures the advance of P to K B 6, and the break up of the King's defences.

(*e*) 17 K Kt to Kt 3 would have prolonged the defence; but 18 P takes P 18 K takes P, 19 B to K 3 would still give White an overpowering attack.

(*f*) If the P re-takes, 20 B takes Kt, followed by 21 Kt takes P is the winning combination.

(*g*) There is no defence against this move. If 20 P takes P, 21 Kt to K 4 21 Q takes Q P 22 B to K B 3 wins.

(*h*) Black is now compelled to give up his Queen for the advanced Pawn; but B takes P is scarcely any better, *e.g.*:—21 B takes P, 22 R takes B; now if 22 P takes B 23 Kt to K 4, and 24 B to K B 3 wins as in the last variation.

* If this defence be adopted, it is better to play Q to B 3 before moving the Bishop; White cannot then with any advantage play his Kt to B 5, on account of the reply P to Q 4, followed, if Q take P, by Kt to Kt 5, &c.—[Ed.]

Game 12.

Game played at Simpson's Chess Divan, London.

(*Staunton Opening*).

Black (A. K. Murray).	White (Herr Steinitz).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q B 3	3 P to Q 4
4 P to Q 3 (*a*)	4 P takes P
5 P takes P	5 Q takes Q
6 K takes Q	6 B to K Kt 5
7 B to K 2	7 K Kt to K B 3
8 Q Kt to Q 2	8 Castles
9 K to K sq (*b*)	9 B to R 4
10 Kt to Kt 5	10 B to Kt 3
11 P to B 3	11 B to B 4
12 Kt to Q B 4	12 P to K R 3
13 Kt to K R 3	13 Kt to Q 2
14 P to Q Kt 4	14 B to K 2
15 P to Kt 5 (*c*)	15 Kt (Q B 3) to Kt sq
16 B to K 3	16 P to Q Kt 3
17 P to R 4	17 P to K B 4
18 P takes P	18 B takes P
19 Kt to B 2	19 Kt to B 4
20 Kt takes P (*d*)	20 B to B 3
21 B takes Kt	21 B takes Kt
22 B to Q 4 (*e*)	22 B takes B

23 P takes B	23 R takes P
24 Kt to Q sq	24 R to K sq
25 K to B 2	25 R to Q 7
26 Kt to B 3	26 Kt to Q 2
27 K R to Q sq	27 R to B 7
28 Q R to B sq	28 Kt to B 4
29 R takes R	29 B takes R
30 R to Q 4	30 R to Q sq
31 R to Q Kt 4	31 Kt to Q 6 ch
32 B takes Kt	32 R takes B
33 Kt to Kt sq	33 K to Kt 2
34 K to K 2	34 B takes Kt
35 R takes B	35 R to Q 5
36 R to Q R sq	36 P to R 3
37 K to K 3	37 R to Q Kt 5
38 P takes P ch	38 K takes P
39 R to Q sq	39 R takes P
40 R to Q 7	40 R to R 7
41 R takes Kt P	41 P to B 4
42 P to B 4	42 K to Kt 4
43 P to B 5	43 K to B 5
44 P to B 6	44 R to R sq
45 K to Q 2 (*f*)	45 K to Kt 6
46 R to Kt 3 ch (*g*)	46 K to Kt 7
47 R to K B 3	47 P to B 5
48 P to Kt 4†	48 P to Kt 4
49 R to B 2	49 P to Kt 5
50 K to Q sq disch	50 K to Kt 8
51 P to B 7	51 R to K B sq
52 R to B 2	52 R takes P (*h*)
53 R takes P	53 P to Kt 6
54 K to K 2	54 P to Kt 7
55 R to Kt 4	55 K to R 7
56 K to K 3	56 P Queens
57 R takes Q	57 K takes R and wins

Notes.

(*a*) Q to Q R 4 is the accepted move here.

(*b*) K to B 2 looks better play, giving greater freedom to the Rooks, and enabling him to defend his K P with B at Q 3.

(*c*) We should prefer B to K 3 as a preparatory step to the further advance of the Pawns on the Queen's side.

(*d*) An unwise capture; it would be better surely to play P to Q R 5.

(*e*) Had he retired the B to Kt 4, he would have lost a piece by White's replying P to Q B 4.

(*f*) Clearly an error; he should have played R to R 7.

(*g*) Quite useless. White's last move was not good, and Black's answer to it should have been R to Q Kt 7, which would have given him a won game.

(*h*) We do not see why Mr Steinitz did not here play P to B 6.

† Here Zukertort, Steinitz, and Hoffer, and others, had considerable diversity of opinion, some considering Black to have at least a draw.

Game 13.

The following Game was one of those contested by Dr Zukertort on his late visit to Bristol, when he accomplished the feat of playing twelve games simultaneously, without seeing the board.

(Vienna Opening).

White (Dr Zukertort).	Black (Mr C. Boorne).
1 P to K 4	1 P to K 4
2 Kt to Q B 3	2 Kt to Q B 3
3 Kt to K B 3	3 Kt to K B 3
4 B to Q Kt 5	4 P to Q R 3
5 B to Q R 4	5 P to Q Kt 4
6 B to Q Kt 3	6 B to Q B 4
7 P to Q 3	7 P to Q 3
8 Kt to K 2	8 B to K Kt 5
9 P to Q B 3	9 Kt to K 2
10 Kt to K Kt 3	10 P to Q B 3
11 Castles	11 Castles
12 P to K R 3	12 B to K 3
13 B to Q B 2	13 Kt to K Kt 3 (*a*)
14 P to Q 4	14 P takes P
15 P takes P	15 B to Q Kt 3
16 P to Q R 4	16 P to Q Kt 5
17 P to Q Kt 3	17 P to Q R 4
18 B to Q Kt 2	18 Q to Q 2
19 Kt to K Kt 5	19 Kt to K B 5
20 Q to Q 2	20 K Kt to R 4
21 Kt takes Kt	21 Kt takes Kt
22 P to K B 4	22 P to K B 4 (*b*)
23 P takes P	23 B takes P
24 B takes B	24 R takes B
25 P to K Kt 4	25 R to Q 4
26 P takes Kt	26 P to K R 3
27 K to R 2 (*c*)	27 P takes Kt
28 P takes P	28 R to K sq
29 R to B 2	29 P to Q B 4
30 Q R to K B sq	30 P takes P
31 R to B 7	31 Q to Q sq
32 P to Kt 6 (*d*)	32 R takes R P
33 B takes P	33 B takes B
34 Q takes B	34 R to K 7 ch
35 R to B 2	35 R takes R ch
36 Q takes R	36 P to Q 4

37 Q to K B 4 (*e*)	37 P to Q 5 (*f*)
38 R to Q Kt 7 (*g*)	38 R takes R P ch (*h*)
39 K to Kt sq (*i*)	

And Black resigns.

Notes by one of the Players.

(*a*) All the preliminary skirmishing is highly interesting and instructive.
(*b*) Dangerous, but with the merit of separating the centre Pawns.
(*c*) Apparently afraid of the necessary loss of Pawns if the Kt is removed.
(*d*) White has now obtained a fine attack.
(*e*) A fine move.
(*f*) Unconscious of the threatened danger.
(*g*) Complete.
(*h*) A last hope, though futile.
(*i*) If K takes R, Black checks with Queen on Q B sq, retakes Rook, and draws.

Game 14.

One of several simultaneous Blindfold Games played some time ago by Herr Steinitz at Bristol.

(*Vienna Opening*).

White (Herr Steinitz, blindfold).	Black (Mr Vines).
1 P to K 4	1 P to K 4
2 Q Kt to B 3	2 K Kt to B 3
3 P to B 4	3 P to Q 3 (*a*)
4 K Kt to B 3	4 Q Kt to B 3
5 B to Q Kt 5	5 B to Q 2
6 P to Q 3	6 Q to K 2
7 P to B 5	7 Kt to Q 5
8 Kt takes Kt	8 P takes Kt
9 B takes B ch	9 Kt takes B (*b*)
10 Kt to K 2 (*c*)	10 P to B 4 (*d*)
11 Castles	11 Castles
12 B to Q 2	12 P to K B 3 (*e*)
13 Kt to K B 4	13 Q to K B 2
14 P to Q B 3	14 P takes P
15 P takes P	15 P to K Kt 3 (*f*)
16 Kt to K 6	16 R to K sq
17 Q to R 4	17 P takes P
18 P takes P	18 K to Kt sq
19 Q R to Kt sq	19 Kt to Kt 3
20 Q to Kt 3	20 Q to Q 2
21 B to B 4	21 P to K R 4 (*g*)
22 Kt takes P	22 Q to B 3
23 Kt to K 4	23 Kt to Q 4
24 B to Q 2	24 K R to Kt sq
25 P to Q R 4	25 B to K 2

26 P to R 5	26 R to Kt 2
27 P to B 4	27 Kt to B 2
28 B to B 4	28 Q R to K Kt sq
29 R to K B 2	29 P to Q 4
30 P takes P	30 Q to R 3
31 P to Q 6	31 B to Q sq
32 Kt to B 5	32 Q to B 3
33 Q takes P ch	33 Q takes Q
34 R takes Q ch	34 K to B sq
35 K R to Kt 2	35 Kt to R 3
36 P to Q 7 ch	36 R takes P
37 R to Kt 8 ch	37 Kt takes R
38 R takes Kt (*h*) Mate	

Notes.

(*a*) B to Kt 5 or P to Q 4 is the correct move here.
(*b*) Q takes B would surely be better.
(*c*) We should rather have played the Kt to Kt 5.
(*d*) P to Q 4 seems a stronger move.
(*e*) Having missed his opportunity of breaking up the adverse line of Pawns, or at least of gaining an outlet for his own imprisoned Pieces, Black remains with a cramped position now to the end.
(*f*) This is not at all good; yet it was necessary to get an opening somehow.
(*g*) After this blunder Black's game, already bad, becomes hopeless.
(*h*) The ending is beautifully played by Mr Steinitz.

Game 15.

Played at Pursell's, Cornhill, January 8th, 1877.

(*Centre Gambit*).

White (Herr Gunsberg).	Black (G. H. D. Gossip).
1 P to K 4	1 P to K 4
2 P to Q 4	2 P takes P
3 B to Q B 4	3 Kt to K B 3 (*a*)
4 P to K 5 (*b*)	4 P to Q 4
5 B to Kt 3	5 Kt to K 5
6 Kt to K B 3	6 P to Q B 4 (*c*)
7 Castles	7 B to K 2
8 P to Q B 4 (*d*)	8 B to K 3
9 K Kt to Q 2 (*e*)	9 Castles
10 P to B 4	10 Kt takes Kt
11 Kt takes Kt	11 P takes Q B P
12 Kt takes P	12 P to Q Kt 4
13 Kt to Q 2	13 P to Q B 5
14 P to K B 5	14 B to Q 4
15 Q to K Kt 4	15 P to K B 3 (*f*)
16 P to K 6	16 P takes B
17 Kt takes P (*g*)	17 K to R sq

18 Q to K R 3 (*h*)	18 B to K 5
19 Kt to Q 2	19 Q to Q 4
20 R to K B 4	20 B to Q B 7
21 Kt to K B sq	21 P to K Kt 4
22 R to B 2	22 P to Q 6
23 Kt to Kt 3	23 B to Q B 4
24 Q to R 6	24 Kt to B 3
25 Kt to R 5	25 B takes R ch
26 K to B sq (*i*)	26 R to K B 2
27 P takes R	27 Q takes P at B 7
28 K takes B	28 Kt to K 4 (*k*)
29 Q takes P ch	29 Q takes Q
30 Kt takes Q	30 R to K B sq
31 B takes P	31 Kt to Kt 5 ch (*l*)
32 Kt takes Kt	32 R takes P ch
33 K to K sq	33 R takes B
34 Kt to K 3	34 K to Kt 2
35 K to Q 2	35 P to Q R 4
36 P to K Kt 3	36 K to B 3
37 Kt takes B	37 P takes Kt
38 K takes P	38 K to K 4
39 K to Q 3	39 R to K B 4
40 R to K sq ch	40 K to Q 4

41 K to K 3, and the game was eventually drawn.

Notes.

(*a*) We should prefer Kt to Q B 3.

(*b*) In such positions the K P cannot be played on with advantage; it would be better therefore to take the P with Q, retreating her, if attacked, to K 3.

(*c*) Not so good as B to B 4 or Kt 5 ch.

(*d*) P to B 3 would be much stronger, for Black would get a bad game if he took it.

(*e*) P takes P seems the best move, followed by B takes B and R to K sq.

(*f*) We should rather have played K to R sq.

(*g*) Black's Pawns were so formidable that White did well to give up the Piece. Black cannot now take Kt with B, on account of the reply B to R 6.

(*h*) Taking P with Kt would lead to an exchange of Pieces; otherwise there was no danger in it.

(*i*) All this is very cleverly played by White.

(*k*) R to K sq would now win by force, *e.g.*:—

	28 R to K sq
29 B to K 3 (best)	29 R takes B
30 K takes R	30 Q to K 2 ch
31 K to Q 2 (best)	31 Q to Kt 5 ch
32 K to K 3	32 Q to Q 5 ch
33 K to Q 2 (best)	33 Q to B 7 ch
34 K to B 3	34 P to Kt 5 ch
35 K to B 4	35 Q to Q 5 ch
36 K to Kt 5	36 Q to Kt 3 ch

37 K to B 4	37 Kt to K 4 ch
38 K to Q 5	38 Q to B 3 ch
39 K to Q 4	39 Q to B 5 ch
40 K to K 3	40 Kt to Kt 5 ch, and wins.

(*l*) Here again Black misses his way: P to K R 3 wins at once.

Game 16.

A drawing-room skirmish at Tetford Rectory, October 9th, 1876.*

(Scotch Gambit).

White (Mr Coker).	Black (Mr Skipworth).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 Kt takes Kt (*a*)
5 Q takes Kt	5 Kt to K 2
6 B to Q Kt 5	6 P to Q R 3
7 B to Q R 4	7 P to Q Kt 4
8 B to Q Kt 3	8 B to Q Kt 2
9 B to K Kt 5	9 P to K B 3
10 B to K B 4	10 Kt to K Kt 3
11 Q to K 3 (*b*)	11 Kt takes B
12 Q takes Kt	12 B to Q 3
13 Q to K Kt 4	13 Q to K 2
14 Kt to Q 2	14 P to Q B 4
15 P to Q B 4	15 B to K 4
16 R to Q Kt sq	16 B to Q B sq (*c*)
17 Q to K R 4 (*d*)	17 P to K R 4
18 P to K B 4	18 P to K Kt 4
19 P takes P	19 P takes P
20 Q to K B 2	20 P to Q 4
21 P takes Q Kt P (*e*)	21 B to Q 5
22 Q to K 2	22 B to K Kt 5
23 Q to Q 3	23 R to K B sq (*f*)
24 R to K B sq	24 R takes R ch
25 R takes R	25 Castles
26 B takes P	26 R takes B
27 P takes R	27 Q to K B 3 ch
28 Kt to K B 3	28 B to K B 4
29 Q to Q sq	29 B takes R
30 Q takes B	30 P to K Kt 5 (*g*)

And Black won a piece, and eventually the game.

* Of these skirmishes, it is only fair to state that we believe Mr Coker won just the majority.

Notes.

(*a*) Not usually considered a good move here, as it brings the adverse Queen into play.

(*b*) If B retreats, Black wins a Piece by P to Q B 4.
(*c*) This does not look good; he should rather, we think, play P to Kt 5, enabling him to Castle, and leaving the White Bishop blocked.
(*d*) Q to K 2 was a better move.
(*e*) We should prefer B P takes Q P.
(*f*) All these moves are cleverly played by Mr Skipworth.
(*g*) An admirable finish to a very interesting game.

Game 17.

East *v.* West of Scotland Match played in Edinburgh, 2d December, 1876.

(*French Game*).

White (Mr Greenhill).	Black (Mr Crum).
1 P to K 4	1 P to K 3
2 Kt to K B 3	2 P to Q 4
3 P takes P	3 P takes P
4 B to Q Kt 5 ch (*a*)	4 P to Q B 3
5 Q to K 2 ch	5 B to K 3 (*b*)
6 B to R 4	6 Kt to Q 2
7 Castles	7 Kt to B 4
8 B to Kt 3	8 B to Q 3
9 P to Q 3	9 K Kt to K 2
10 P to Q B 4 (*c*)	10 Kt takes B
11 P takes Kt	11 Castles
12 Kt to Q B 3	12 Q to B 2
13 B to K Kt 5	13 K R to K sq
14 B to R 4	14 B to Kt 5
15 B to Kt 3	15 B takes B (*d*)
16 B P takes B	16 Kt to B 4
17 Q to K B 2	17 Kt to K 6
18 K R to K sq	18 B takes Kt
19 P takes B	19 P to Q 5
20 Kt to K 4	20 P to K B 4
21 Kt to Q B 3	21 P to K B 5
22 Kt to K 4	22 R to K 3
23 Kt to K Kt 5 (*e*)	23 R to K Kt 3
24 Kt to K 4	24 P to K R 4
25 K to R sq	25 P takes P
26 P takes P	26 R to K B sq (*f*)
27 P to K B 4	27 P to R 5
28 R to K Kt sq	28 P takes P
29 R takes P	29 R takes P
30 R to B 3	30 R to R 3 ch
31 K to Kt sq	31 R takes R

And White resigns.

Notes.

(*a*) It is hard to divine the purpose of this sortie; its only effect can be to put the B out of play, and lose valuable time.

(*b*) We prefer B to K 2, reserving the Q B for the possible occupancy of K Kt 5.

(*c*) Another weak move; he ought rather to have tried to develop his Pieces by B to K Kt 5, &c.

(*d*) Surely Kt to B 4 would be much stronger.

(*e*) This is truly a Knight-errant; but what is he in search of out here?

(*f*) Preparatory to the intended advance of the K R P.

Game 18.

Played at Clifton, February 7, 1876.

(*Allgaier Gambit*).

White (E. Thorold).	Black (C. E. Ranken).
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 Kt to K B 3	3 P to K Kt 4
4 P to K R 4	4 P to Kt 5
5 Kt to Kt 5	5 P to K R 3
6 Kt takes P	6 K takes Kt
7 P to Q 4	7 P to B 6 (*a*)
8 P takes P	8 B to K 2
9 B to B 4 (ch)	9 K to Kt 2
10 B to K 3	10 B takes P (ch)
11 K to Q 2	11 P to Q 3
12 P to B 4	12 P to K R 4
13 Kt to B 3	13 B to B 3
14 Kt to K 2	14 Kt to K 2
15 B to Q 3	15 Kt to Kt 3
16 P to K 5 (*b*)	16 P takes P
17 Q P takes P	17 B takes P (*c*)
18 P takes B	18 Kt to B 3
19 P to Q B 3	19 K Kt takes P
20 K to B 2	20 Q takes B (ch)
21 Q takes Q	21 Kt takes Q
22 K takes Kt	22 B to B 4 ch
23 K to B 4	23 Q R to Q sq
24 Kt to Q 4	24 Kt to K 4 ch
25 K to Kt 3	25 B to B sq
26 B to B 4	26 R to Q 4
27 Q R to K sq (*d*)	27 Kt to Q 6, and wins.

Notes.

(*a*) Perhaps the best defence to this form of the Allgaier attack.

(*b*) An imprudent advance; his right play, we believe, was Kt to Kt 3, compelling Black to reply B or Kt to R 5, to which White could answer in the one case Kt takes R P ch and P to B 5, and in the other B to K 2.

(*c*) The sacrifice was not necessary, but it simplifies matters, and throws the attack into Black's hands.

(*d*) An oversight, of course, but not one that could affect the result.

Game 19.

Select Reprints, No. I.—Chess Player's Chronicle, 1854, p. 369.

We commence a new series of Select Reprints, with two brilliant Games of our lamented friend Mr Löwenthal. We do not usually select for reprinting Games from a former series of the *Chess Player's Chronicle;* but after examining many volumes of English and German periodicals, we have found no better specimens than the two we here present to our readers.

(Ruy Lopez).

White (Mr Löwenthal).	Black (Messrs Brien & Wormald).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Q Kt 5	3 P to Q R 3
4 B to Q R 4	4 Kt to K B 3
5 Castles	5 Kt takes P
6 R to K sq	6 Kt to Q B 4
7 B takes Q Kt	7 Q P takes B
8 Kt takes P	8 B to K 3 (*a*)
9 Q to K R 5	9 Q to K B 3 (*b*)
10 P to Q 4	10 Kt to Q 2
11 B to K Kt 5	11 Q to K B 4
12 P to K Kt 4	12 Q takes Q B P
13 Kt takes K B P (*c*)	13 P to K Kt 3
14 Kt takes R	14 P takes Q
15 R takes Q B (*ch*)	15 K B to K 2
16 R takes K B (*ch*)	16 K to B sq
17 Kt to Q R 3	17 Q takes Q Kt P
18 Q R to K sq	18 Q takes Kt
19 K R takes Kt	19 Q to K R 6 (*d*)
20 K R to K B 7 (*ch*)	20 K to his Kt sq
21 Q R to K 3 and wins.	

Notes (from the C. P. C.) revised.

(*a*) In a companion game, played by Messrs Brien and Harris against Mr Löwenthal, 8 Kt to K 3 was tried. The Players do not seem to have discovered that 8 B to K 2 would have enabled them to Castle next move with an equal game.

(*b*) 9 P to K Kt 3 would have been of no avail, *e.g.*:—

	10 Q P to K Kt 3
10 Kt takes K Kt P	11 B P takes Kt
11 Q to K 5	12 R to K Kt sq
12 P to Q 4	13 B to Q 3

13 Q to K 3, and White has the best Game.

(*c*) When the Black played their Q to K B 3, they evidently failed to examine this beautiful sacrifice of the White Queen.

(*d*) There is no resource. The Black cannot get their Rook into play.
(*e*) The plan in this little game is conceived and carried out in the Hungarian's best style of play.

GAME 20.

Select Reprints, No. II.—Chess Player's Chronicle, 1868, p. 37.

(Pawn and Move. Remove Black's K B P).

WHITE (Dr Murphy).	BLACK (Mr Löwenthal).
1 P to K 4	1 Kt to Q B 3
2 P to Q 4	2 P to Q 4
3 P takes P (*d*)	3 Q takes P
4 B to K 3	4 B to K B 4
5 P to Q B 4	5 Q to Q 2
6 Kt to Q B 3	6 P to K 3
7 P to Q 5	7 Kt to Q Kt 5
8 R to Q B sq	8 Kt to K B 3
9 P to Q R 3	9 Kt to Q R 3
10 Q to Q Kt 3	10 Kt to Q B 4
11 B takes Kt	11 B takes B
12 Kt to K B 3 (*b*)	12 P to Q Kt 3
13 B to K 2	13 Castles
14 Castles	14 Q to Q 3
15 Kt to Q Kt 5 (*c*)	15 Q to K B 5
16 P to K Kt 3	16 Q to K R 3
17 Kt takes Q B P	17 Kt to K Kt 5
18 Q to Q sq (*d*)	18 B to Q B 7 (*e*)
19 Q to Q 2	19 Q to K R 6
20 Q to K Kt 5	20 R takes Kt
21 Q to K R 4	21 R takes K B P

And White resigns.

Notes (from the C. P. C.)

(*a*) We like 3 B to Q Kt fifth in this variation, compelling Black to shut in his Q B by 3. P to K third. The following moves will probably occur:—

3 B to Q Kt 5	3 P to K 3 (best)
4 Q to K R 5 (ch)	4 P to K Kt 3
5 Q to K 5	5 Kt to K B 3
6 P takes P	6 B to Q 3
7 Q to K 2	7 Kt takes P

8 P to Q B 4, &c., to the advantage of White.

(*b*) It would not have been good play to take the Q Kt P.
(*c*) This is soon seen to be a false attack.
(*d*) If Kt takes R, the reply would equally have been B to Q B seventh.
(*e*) The terminating moves are charmingly played by Mr Löwenthal.

*** Mr Watkinson desires us to say that the Game in our last number between W. P. and himself, was a skirmish over the board, and that only the concluding moves were conducted by correspondence.

CHESS INTELLIGENCE.

*** SECRETARIES OF CLUBS AND OTHERS *are invited to assist us in making our record of the month's doings as complete as possible.*

Dr Zukertort lately achieved the extraordinary task of playing 16 games at once without seeing the board, against as many strong players of the West End Club. After a protracted struggle, he succeeded in winning every game except one, which was scored by Dr Ballard. The effort of memory, clearness of perception, as well as depth and accuracy of combination needed to obtain such a result, can scarcely be imagined, especially since some of the games, like that with Mr Minchin, bear comparison with any played by Dr Zukertort over the board. We can only repeat that such a performance was indeed most extraordinary.

Another name has been removed by death from the roll of living chess celebrities. Herr Kling, the finished master of problem construction, and the author of many beautiful end game studies, died last month at the age of 66, after a short illness. He was a genial, kind-hearted man, and was distinguished as much for his musical talents as for his chess compositions, in which last his name will be always associated with that of Herr Horwitz.

A prize for brilliancy of play has been given in the Clipper Tournament of the New York Chess Club, and has been unanimously awarded by the judges to our countryman Mr Bird.

BLAIRGOWRIE, N.B.—On Friday, the 5th of January, the Strathmore Club met at the Parsonage, Blairgowrie, and played a match with half-a-dozen "Strangers." The result was as follows:—

Strathmore.				Strangers.			
Davidson, T., Dr	0	1	1	Phelan, Dr	1	0	0
Davis, Rev. F. W.	*	1	1	Macpherson, A.	*	0	0
Lowe, T.	1	0	1	Macpherson, C.	0	1	0
Macpherson, W.	0	1	0	Torry, J.	1	0	0
Maurice, B., Dr	0	1	1	Davis, Rev. A. E. B.	1	0	0
Seutar, T.	0	0	1	Bamford, F.	1	1	0

Strathmore Club, 10 games; the Strangers, 6. One game drawn, and another not played.

CHESS MEETING IN LINCOLNSHIRE.—This meeting, held last week at the King's Head Hotel, Louth, was, locally, a great success. There was, however, only a small number of entries in Class I. This may have been owing to the unavoidably short notice which was given, many gentlemen having already made their Christmas arrangements, and being unable consequently to be present.

In Class I. only four gentlemen competed. Mr Skipworth proposed, before commencing play for the prizes, in consideration of his long experience, to give odds to the visitors, instead of playing on even terms, and offered to leave it to them to say what odds he should give. It was accordingly arranged that Mr Skipworth should give *Pawn and Move* to each visitor, and that the visitors should play on even terms with each other. Each competitor played three games with each other competitor in the class, and the gross score decided the prizes. On this plan each player played nine games, and the following

was the result:—1st prize, the Rev. A. B. Skipworth, 9 games; 2d prize, Mr J. de Soyres (Exeter), 5½; the Rev. W. L. Newham (Leicestershire), 2½; Mr J. Parker (Grimsby), 1. Mr Skipworth selected for his prize a silver cup, the value of the prize being £3 3s. The prize originally offered in this class was £5, subject to reduction if five did not compete. The second prize was of the value of £1 1s.

Classes II. and III. were amalgamated as Class II., on account of their being very slight difference in the strength of the players. The contest was close, and exciting to the last, as the following list shows:—1st prize, value £3, and the special prize, Mr A. Cockman (Grantham Chess Club), 7½ games; the 2d and 3d prizes, value £2 5s., were divided between the Rev. W. L. Newham and Mr T. Walton (Grantham Club), who each won seven games; the 4th prize, value £1 12s., was divided between Capt. Coates (Grimsby Club) and Master H. Jackson (Dewsbury), who each won 6½ games; Mr H. Guilliatt (Grimsby Club), 6; Mr C. S. Wiles (Lincolnshire), 5½; Mr J. Jackson (Dewsbury), 5½; Mr R. J. P. Iles (Grimsby Club), 5; Mr M. E. Thorold (Lincolnshire), 4½; Mr E. Brown (Grantham), 4; Mr Camden, 1. The special prize was given chiefly by Mr Skipworth, to be awarded to the Lincolnshire man who took the highest place in Class II.; it consisted of four bound volumes of the *Chess Player's Chronicle*, for 1868–1875. Master H. Jackson, who shared the fourth honours, is only 13 years of age, and beat his father, who scored 5½ games. A drawn game was in every case scored as half a game.

A public lunch took place on the Friday, when J. L. Ffytche, Esq., presided, supported on his right by the Mayor of Louth, J. Fowler, Esq., Ex-Mayor, occupying the vice-chair. The tables were well filled, and there was a unanimous feeling, judging from the speeches, with regard to the benefit of chess study in some of our leisure hours. The Mayor thought that it might with advantage be taken up in our public schools, and Mr Skipworth, who has been instrumental in the formation of several chess clubs, always considered that chess playing might supplement, and, in some cases, take the place of a mathematical course of study.

The outcome of this successful gathering is the formation of a Lincoln County Chess Association, which is to hold its meetings annually, alternately in the north and south of the county, and probably in the first week of each year. The next meeting is to be at Grantham, and Earl Brownlow, the Lord Lieutenant of the county, is to be invited to be President. Mr Skipworth has accepted office as hon. sec. and treasurer, and he will be aided by an energetic committee, each club in the county electing a Member.

The Liverpool Chess Club.—The annual dinner of the Liverpool Chess Club (which may also be said to have been its Fortieth Anniversary Commemoration), was held at its new quarters, the "Saddle Hotel," Dale Street, on the evening of the 4th ult. Between thirty and forty members and friends were present, the Chair being occupied by Dr Sinclair, the President, Mr H. E. Kidson (our problem composer) acting as Vice-chairman. After the loyal toasts, the toasts of the evening were, "The Liverpool Chess Club," given by the President, and acknowledged by the Vice-president; "The Old Members of the Liverpool Chess Club," coupled with the names of Mr J. Soul, Mr Schull, and the Rev. J. Owen, each of whom responded. "The Royal Game" was given in a stirring speech by Mr S. Wellington in conjunction with the name of Mr A. Burn, jun., who replied in effective terms. The Vice-president gave "The Health of the Honorary Secretary," (Mr Thomas Whitehead), who, in responding, read letters from Mr Spreckley and Mr Morton Sparke, former presidents of the Club, regretting their inability to be present. We are glad to hear that there has this month been a considerable accession to the strength of the Club, which enters upon its forty-first year

with renewed vigour. The annual match with Manchester will in all probability be shortly arranged.

THE LONDON CLUBS.—*St. George's.*—By the death of Mr Löwenthal the number of Honorary Members, the election of whom is vested in the Committee, had been reduced to two, Baron Von Heydebrand und der Lasa, and Mr Paul Morphy. At the last Committee Meeting, Messrs Boden, Steinitz, and Zukertort were unanimously elected Honorary Members of the Club. On the same occasion six new Ordinary Members were elected, of whom the Rev. C. E. Ranken was one. The Even Tournament has made rapid progress during the past month, and Dr Ballard, though he has still a few games to play, may be confidently predicted as the winner, with Prof. Wayte as a probable second. The Match between Messrs Wayte and Minchin has been brought to a conclusion, Mr Wayte winning by 11 to 7, with one drawn game. Simultaneously with this match and his tourney games, the indefatigable Secretary, Mr Minchin, has also played and won another match of equal length with Mr Lindsay, the final score being—Minchin 11, Lindsay 9, drawn 1.

West End.—The third round of the Handicap has been completed, and only four players remain in, all of whom will receive prizes—Messrs Ballard, Ehrlich, Heath, and Ryan. Opinion points to Dr Ballard as again the probable winner of the first prize, his match play having been characterized, as usual, by remarkable steadiness.

Cambridge University Chess Club.—At the close of last term Prof. Wayte paid a visit to the Cambridge Club and played against all comers. Eleven boards were set out, and at some of these more than one game was played in succession. In all 15 games were played, of which Mr Wayte won 11, lost 2, and drew 2. With Mr Reade, the President of the Club, Mr W. played three rapid skirmishes, winning two and losing one. The best contested games were those with Messrs Chatto and Gunston, who formed the first class in the late University Handicap. Mr Chatto, the winner of the Handicap, succumbed after a gallant struggle. Mr Gunston scored the remaining game of the two last played by the guest of the evening.

THE Editor is authorized by Messrs Skipworth, Wayte, and Fraser, whose names appeared with his own as co-operators in the late series of the *Chess Player's Chronicle*, to express with him their regret that certain offensive statements and insinuations, seriously affecting the honour of some eminent players, were published in that Magazine in the letters of a correspondent signed "A Looker On." The Editor wishes to say that the co-operation in question having consisted only in the contribution of Games, &c. to the Magazine, he and the above-named gentlemen were in no way responsible for the publication of those letters. He would like also to declare his belief that the statements referred to were untrue, and without foundation.

NOTICES TO CORRESPONDENTS.

Rev. J. H. Ellis, Stourton. Thanks for your letter, which we have forwarded to the Publisher.

F. W. D., Blairgowrie, and J. B., Southsea, are thanked for their communications.

T. W., Liverpool. We are obliged to you for the account of the Club dinner, and will order the Magazine to be regularly sent.

G. H. D. G., Ilford. Thanks for the Games. We have replied by letter.

W. P., Edinburgh. We will consider your suggestion, but fear it is not feasible.

Our best thanks are due to all our co-operators for their valued contributions and assistance.

PROBLEMS.—"Zeus" has solved Nos. 1, 2, 5, 6, 7, 8; Sergt.-Major M'Arthur, Nos. 1, 3, 4, 5, 6, 7, 8; H. E. Tudor, Nos. 2, 6, 8; W. Peddie, Nos. 1, 2; Laceby, Nos. 2, 6; H. Blanchard, Nos. 1, 2, 3, 4, 5, 6, 7, 8; Sretrow, Nos. 1, 2, 3, 4, 6, 7, 8; Sigma, Nos. 2, 3, 6, 8.

SOLUTIONS OF PROBLEMS.

	WHITE.	BLACK.
No. I.—	1 Q to K Kt 2	
No. II.—	1 R to K Kt 8	
No. III.—	1 Q to K 3	1 K takes Kt
	2 B to K 6 ch	2 B takes B
	3 Q mates	
No. IV.—	1 Q to R 8	1 P moves
	2 Q to K 5	2 P moves
	3 Kt mates	
		1 K moves
	2 Q to Q 8	2 K moves
	3 Q mates	
No. V.—	1 Q to Kt 3	1 K to K 3
	2 Kt to K R 8	2 Anything
	3 Q mates	
		1 K to Q 5
	2 B to Kt sq ch	2 Anything
	3 Q mates	
No. VI.—	1 R to Q B 5	1 K takes R
	2 B takes P	2 B takes Kt
	3 B mates	
		1 K to R 5
	2 Kt takes P	2 B takes Kt
	3 R mates	
No. VII.—	1 B to Q Kt 6	1 P takes R
	2 B to K 3	2 R to K B 5
	3 B to K B 7	3 Anything
	4 B or Kt mates	
No. VIII.—	1 Kt to B 2	1 P moves
	2 Kt to R sq	2 K moves
	3 Kt takes B P	3 K moves
	4 Kt to K 4 mate	

This Problem, unfortunately, admits of a second solution, commencing P to Kt 6, followed by Kt to Q 3, Kt to Q B 5, &c.

☞ All communications intended for this Magazine should be addressed to the Editor, St. Ronan's, Malvern, or if for the Problem Department, to J. Crum, Esq., 16 Bothwell Street, Glasgow.

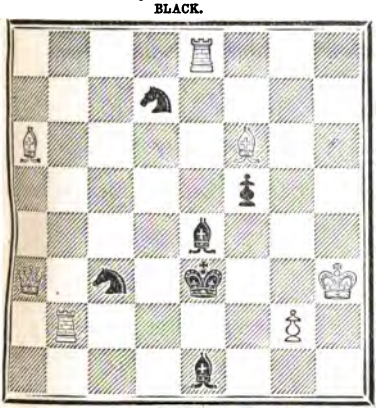
We shall be glad to acknowledge any Solutions of Problems which we may receive before the 20th of each month.

PROBLEMS.

Under the supervision of JOHN CRUM, 16 *Bothwell Street, Glasgow, to whom all Communications connected with Problems, Solutions, &c., should be addressed.*

No. 9.—By W. GREENWOOD.

BLACK.

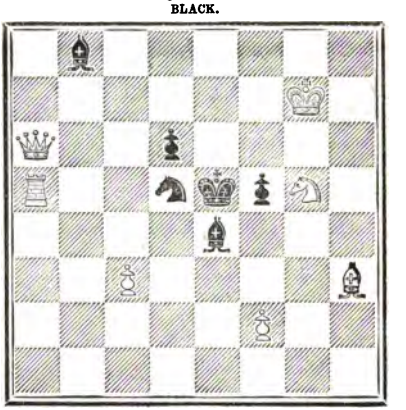


WHITE.

White to play and mate in two moves.

No. 10.—By W. S. PAVITT.

BLACK.



WHITE.

White to play and mate in three moves.

No. 11.—By W. COATES.

BLACK.

WHITE.

White to play and mate in three moves.

No. 12.—By JAMES PIERCE, M.A.

BLACK

WHITE.

White to play and mate in three moves.

No. 13.—By Rev. A. Cyril Pearson.

BLACK.

WHITE.

White to play and mate in three moves.

No. 14.—By H. Blanchard.

BLACK.

WHITE.

White to play and mate in three moves.

No. 15.—By Rev. F. R. Drew.

BLACK.

WHITE.

White to play and mate in four moves.

No. 16.—By Rev. C. E. Ranken.

BLACK.

WHITE.

White playing first, compels Black to mate him (White) in three moves.

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(New Series.)

A Monthly Record of Chess.

EDITED BY

Rev. C. E. RANKEN.

WITH THE CO-OPERATION OF

G. B. FRASER, Esq. | Rev. Professor WAYTE.
Rev. A. B. SKIPWORTH. | J. CRUM, Esq.

PROBLEM

BY

H. F. L. MEYER, Esq.

BLACK.

WHITE.

White to play and mate in six moves.

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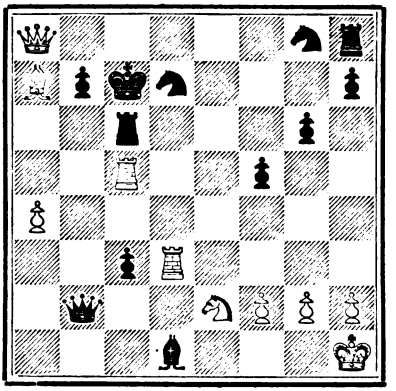
Second  Edition.

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The Chess Player's Chronicle.

1st MARCH, 1877.

ENGLISH CHESS PROBLEMS.*

[We have much pleasure in presenting our readers with an article on Chess Problems in general, and Messrs Pierces' book in particular, by Professor Tomlinson, F.R.S.]

About forty years ago, a small shop with a back parlour, exactly opposite the stage door of Drury Lane theatre, fell vacant; and it occurred to one of the members of the Old Westminster Chess Club, which had given proofs of its mortality, to engage the same as a rallying point for Chess players—a house of call, in fact, for the whole fraternity, whether metropolitan or provincial, English or foreign. The plan met with great encouragement, and was successful for a time; and a very pleasant place was Huttman's Chess Room, although it was, it must be confessed, somewhat stuffy, especially when the gas was burning, and "the finest Havannah cigars" were being consumed. Your "delicious cup of coffee" was heated over the gas lamp, and your cigar, wrapped up in a chess problem, was handed to you with a graceful suavity that seemed to enhance its value. There was always something going on at Huttman's, games and matches of course, and among the players and spectators we have freqnently seen Lewis, George Walker, Staunton, Alexandre, Withers, Henderson, Williams, Weir, and most of the well-known players of the clubs. The great men seldom appeared in the evening. The quiet and freshness of the afternoon were most favourable to their lustre, and they generally set about the same time that the sun did. One notable feature of this place was its

* English Chess Problems. Edited by James Pierce, M.A., and W. Timbrell Pierce (Authors of 300 Chess Problems, &c.) London, 1876. 8vo., pp. xvi. and 683.

chess problems. Once a week Huttman issued a bill containing a problem by D'Orville, Calvi, or some other classical composer, and there was generally a keen contest among the visitors for the honour of being the first to solve it. We remember that on one occasion a four-move problem by Calvi was introduced, which no one was able to solve during the evening, and several challenges were given and taken as to who should be the first to send in the solution on the next day.* But among all the composers, perhaps D'Orville was the favourite. The modest little pamphlet containing his 250 problems (price one franc) was published in 1842, but was then unknown to us.† Another problem, we remember, greatly puzzled the Huttmanites. One man who was short-sighted spent several hours over it, and as all the pieces, except the White King, were on the side of Black, and having knocked the White King over several times, he removed it from the board, in order that he might more conveniently lean over and study the position. At last he gave it up in despair, and declared to Huttman that it was unsolvable. Huttman coolly remarked that the position was wrong, which the other denied. "Where, then, is your White King?" "Oh, that's of no use." "Well, try." He did try, and solved the problem on the principle of a *Coup de repos.*

Carrera, who wrote upwards of two hundred and fifty years ago, has given the best defence of the game itself, and the best excuse for chess problems. We are not aware that they want either defence or excuse. The most devoted players are seldom enthusiastic on the subject of problems, while the most famous composers have seldom taken the first rank as players. Anderssen is perhaps an exception; but we don't think that he has composed problems since his chess playing skill has ripened into maturity. Our copy of the Sixty *Aufgaben* is dated *Breslau*, 1842. There is also a second edition, dated 1852. The fact is that the playing faculty is different from the composing faculty. Those problems which arise out of the game, as where a fine player announces mate within a certain number of moves, are, after all, the best, because the most natural;

* The problem in question will be found at page 308 of Tomlinson's "Recreations in Chess."

† This volume would doubtless have been more popular, had the problems been expressed in diagrams instead of the forbidding symbols which are used on the Continent.

and such as these often occur to fine players, who probably never made a problem, apart from actual play, in their lives, and would probably be incapable of doing so; whereas, such a man as D'Orville (who, so far as we know, never published a game) had the composing faculty predominant. It is said of him, that if you dipped your hand into the chess box, took out a handful of pieces, and threw them on the board, he would weave them into an ingenious problem.

The early composers don't seem to have distinguished between "end games" and "problems." Carrera uses the former term where we should employ the latter. He says, that although they may not be necessary to a knowledge of the game, "yet, on account of the ingenuity displayed in them, they cause much delight, and are sought after by many amateurs. If the exact situations do not actually occur in a game, many similar ones do; and it has happened that players of indifferent skill have acquired great celebrity from their knowledge of some position in which they have won, and have made better players ashamed: besides, who will deny that the mind is awakened, and excited to victory, by ingenious positions." He goes on to say that, although he has given some merely curious positions, "which can never occur in a game," he prefers that the ends of games be short and ingenious. "By short, I mean in few moves, with few pieces and pawns. Damiano holds, certainly, the first place in this respect."

The compilers of the fine collection now before us, are eminently qualified for the task of instructing the chess player as to the present conditions of the problem. They are men of education and refinement, acquainted with University and College life; eminent as problem composers, as witness their two collections of about 300 problems. Thus, no men could be better adapted for the duty of selection, which in the bulky volume before us comprises, in Parts I. and II., specimens of the best problems by living or recently deceased English composers,—while Part III. contains a set of original problems, 45 in number, expressly composed for the work. Part I. is the most important section of the collection, seing that it contains as many as 219 three-move, and 210 four-move problems, or upwards of two-thirds of the whole work. In this Part there are also 32 two-move problems, and 47 samples of five, six, and seven-move problems. This, we think, is a judicious arrangement, seeing that three and four-move problems are best calculated to amuse and

instruct the solver, while they afford sufficient scope for the skill of the composer.

We should have been glad to have seen an Introduction to this work, in which the history of chess problems could have been traced from the time of the Italian composers of classic fame, through France and Germany, picking up Stamma on the way, to our own country, and then, after a pause, to our clever brethren in the United States of America. Such a history, accompanied by illustrations, would form a valuable chapter in the history of progress, showing how composers have advanced in high finish and subtlety, discarding superfluous pieces, and aiming at a natural expression and an original scientific thought. Whether composer or student, any one imbued with such ideas will shrink with horror from all unnatural expression (such as in a problem we once saw a Bishop on Q Kt sq with the Pawns before it unmoved), from suicidal problems, or problems with odd or strained conditions, and, above all, from figure problems—such as those in the form of an egg, a sword, a comet, a pyramid, Stamma's Tobacco pipe, etc.—of which Lichtenstein has published a hideous collection. Such attempts must be considered as quaint conceits, and only so far worthy of the game that it displays its inexhaustible fertility; just as some of George Herbert's poems in the form of wings, altars, etc., show the marvellous adaptability of language. If our noble game can be wise, it can also play the fool with that sort of method, which men of intellect are not unmindful of even in their follies. It is on this ground that we are disposed to excuse such problems as the Whirligig, the Redan, etc., from which the collection before us is happily almost free; although we must enter a word of protest against such fanciful designations as "The Sprite," "The Fortress," "The Sentinel," "Cleopatra," etc., from which the book is not quite free: and we protest on the ground that chess, not being a toy game, does not admit of such far-fetched derivations; but we cordially recommend to notice the sensible "Hints on problem construction" which follow the introduction to the volume.

In an edition of Stamma's "Hundred End Games," brought out at Berlin in 1856 by Bledow and von Oppen, there is an appendix containing a number of remarks on the subject of problems. In particular, there is a chapter "On the relative artistic value of chess problems," of which we propose to give a very brief account.

It has been remarked that it is more difficult to discover the first

seven correct moves in any opening, than the solution of any seven-move problem. Many a man who saw an apple fall from the tree would rather eat it than apply it, as Newton did, to the discovery of the laws of gravitation. In like manner, many a man would rather enjoy a game, though incorrectly played, than take the trouble to solve such a problem. The one seems easy and the other difficult, but how to distinguish between the easy and the difficult! In Chess, that which often appears to be easy, is, in truth, most difficult. Knowledge and science go hand in hand; and, as it would be unreasonable, on account of many bad novels, to denounce the novel, or because many sonnets are bad to give up this form of composition, so among the multitude of bad chess problems, it would be rash to denounce the problem, but wiser to inquire why some problems are bad and others good.

The problem, as an artistic work, lends itself to the highest development of chess genius. But, in so far as it becomes a mechanical work, it belongs to the lowest. In such case the composer makes problems as a cobbler makes shoes.

Numerous are the examples of bad form in chess problems, or, what is still worse, of formless form, and, worst of all, of monstrous form. Problems with conditions are bad enough; as are obstructed, that is, crowded form, where one cannot see the forest on account of the trees, or the idea by reason of the multitude of pieces. A problem with two solutions of a different number of moves is objectionable. Hideous are plagiarised problems, or those based on the ideas of better men, as in Alexandre's collection of two thousand problems there is one by Ercole del Rio, and another by Silberschmidt, which is like a classic epigram compared with a schoolboy's rhymes. Some go in for jocular problems, in which the form or the conditions can excite only laughter.

The composition of a problem in which science and tactics are combined, requires the skill of a field-marshal. But problems may be tested as to their artistic value by the application of certain rules, such as the following:—

I. Naturalness; or such positions as might occur in actual play.

II. In two equally difficult positions, the relative value is in inverse proportion to the number of moves required for the solution. As the difficulty of the problem must increase with the number of moves, so the merit consists in attaining the same object in a smaller

number of moves. [For example, in one of the "Chess Nuts," there is a problem which can readily be solved in four moves, but becomes very difficult in three.]

III. With the same number of moves, the relative value is in inverse proportion to the number of pieces. As the nearly empty board is more readily understood than the full one, more skill is required to make a good problem in proportion as the number of pieces becomes reduced.

IV. Equal strength or superior forces on the other side, increases the relative value of problems in the same proportion as it diminishes the forces on the side of White. Many composers put pieces on the board which would be better off. The pieces which cannot be brought into play are worse than useless.

V. The highest point of excellence cannot be limited by a maximum number of moves. Those who regard four and five-move problems as the best, do so, probably, because they cannot see beyond that number, so as to make a combination; but a chess master may find problems in ten or twelve moves, with variations, much more worthy of his skill.

If we would make our problems something more than Chinese puzzles, and raise them to the rank of intellectual productions, we must have an original idea for each composition, and express it with no greater expenditure of force than is absolutely necessary; while the beauty of the thought and the mode of carrying it out should give pleasure, and the solution come upon one with a kind of surprise, while at the same time it is sufficiently difficult for the accomplished player. In short, a first-rate chess problem is like one of Horace's odes or Petrarch's sonnets, in which nothing can be altered without injury.

The attempts to establish anything like general principles in chess is so praiseworthy and suggestive, that our readers, we are sure, will not object to the above details, any more than the authors of the volume before us. They may probably say that in the advances which have been undoubtedly made during the last quarter of a century in the composition of chess problems, all that is valuable in the above rules, and much more, have been adopted; and that they can appeal with confidence to the collection before us as indicative of the highest genius in composition. We have no quarrel with such a statement, and in taking leave of Messrs Pierce, we can cordially

recommend their handsome volume, and should be glad to learn that it had found its way into many a family circle, where ladies and gentlemen, young and old, exercised their skill on these problems, and with the solutions tied up so as to be inaccessible to idleness or weariness, there should be many an oft-repeated rivalry as to who should first obtain the solution. Chess is an employment for the cultivated, whether in the drawing-room or the working men's club; it has a similar function to that of letters in making us more gentle and humane; and although we don't go so far as to say that every gentleman ought to be a chess-player, we do say that every chess-player ought to be a gentleman, or what is equivalent thereto, with change of sex, a lady.

GAME 21.

Interesting Game played in Mr Nash's Correspondence Tourney. 2d Round.

(Ruy Lopez).

WHITE (W. T. Pierce).	BLACK (R. W. Johnson).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 Castles	5 B to K 2 (*a*)
6 P to Q 4 (*b*)	6 P takes P
7 P to K 5	7 Kt to K 5
8 R to K sq (*c*)	8 Kt to B 4
9 B takes Kt	9 Q P takes B
10 Kt takes P	10 Castles
11 Kt to Q B 3	11 Kt to K 3
12 Kt to B 5	12 B to Kt 4
13 B takes B (*d*)	13 Q takes B
14 Kt to Kt 3	14 Kt to B 5
15 Q to Q 4	15 B to B 4
16 Q Kt to K 2	16 Kt to K 3
17 Q to Q B 4	17 Q R to K sq (*e*)
18 P to K R 4	18 Q to Kt 3 (*f*)
19 P to R 5	19 Q to Kt 4
20 Kt takes B	20 Q takes Kt
21 Kt to Kt 3	21 Q to Kt 4
22 R to K 4	22 P to Kt 4

23 Q to B 3 (*g*)	23 Kt to Q sq (*h*)
24 P to B 4	24 Q to R 3
25 P to B 5	25 Q to Kt 4
26 Q R to K B sq	26 Q to K 2
27 P to B 6	27 Q to K 3
28 P takes P	28 K takes P
29 R to B 6	29 Q to Q 4
30 P to K 6 (*i*)	30 R to Kt sq

White announced mate in 7 moves. (*k*)

Notes.

(*a*) The P may also safely be taken with Kt, but if in that case White reply P to Q 4, Black cannot capture the second P.

(*b*) We prefer R to K sq here.

(*c*) Kt takes P seems better, for Black dare not take the K P, and, if he play Kt to Q B 4, White may reply Kt to K B 5, with a strong attack.

(*d*) It does not appear that Q to Kt 4 would yield him any advantage.

(*e*) Q R to Q sq would surely be stronger.

(*f*) He would clearly lose a piece by playing Q to Kt 5.

(*g*) Had he taken P with Q, Black would have answered by Kt to B 5.

(*h*) He ought rather to play P to Q B 4, and afterwards R to Q sq. The retreat of the Kt blocks his pieces, and loses the game.

(*i*) The ending is very well played by Mr Pierce.

(*k*) If we mistake not, the mate can be given in six moves, beginning R to Kt 6 ch.

Game 22.

In Mr Archdall's Correspondence Chess Tourney.

Game between H. Brewer, Bournemouth, and William Nash, St. Neots.

(Ruy Lopez).

White (H. Brewer).	Black (Wm. Nash).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 P to Q 3	5 P to Q 3
6 P to Q B 3 (*a*)	6 B to Q 2
7 P to K R 3	7 P to K Kt 3
8 Q to K 2	8 B to Kt 2
9 Q Kt to Q 2	9 Castles
10 P to K Kt 4 (*b*)	10 Q to K 2
11 Kt to K B sq	11 Kt to Q sq
12 B to Q B 2 (*c*)	12 Kt to K 3
13 Kt to K 3	13 Kt to K B 5
14 Q to K B sq (*d*)	14 P to Q 4
15 P to K Kt 5 (*e*)	15 K Kt to R 4
16 Kt takes Q P	16 Kt takes Kt

17 P takes Kt	17 K R to K sq (*f*)
18 P to K R 4	18 Q to Q B 4
19 P to Q B 4	19 P to K 5 (*g*)
20 P takes P	20 B takes Kt P
21 B takes B	21 Q to Kt 5 ch
22 K to Q sq	22 Q takes B
23 R to Q Kt sq	23 Q takes R P
24 R takes Q Kt P (*h*)	24 B to K Kt 5 (*i*)
25 R to Q Kt 3 (*j*)	25 R takes P
26 K to Q 2	26 B takes Kt
27 R takes B	27 R takes Q B P
28 Resigns (*k*)	

Notes by Mr Nash.

(*a*) This move first occurred in the first game of the match between Steinitz and Blackburne, and many of the leading players consider it stronger than the usual move of B takes Kt, which opens the Q Kt file for the early development of the Black Rook.

(*b*) White is following the play of Steinitz, in the game referred to above, too closely, without regard to his opponent's play differing from that of Blackburne.

(*c*) B to Kt 3, or even B takes B, would have been preferable to this move.

(*d*) With the intention of dislodging the adverse Kt by Kt to K Kt 2.

(*e*) This move wins a Pawn temporarily, but it compromises White's position. Had he played 15 P takes P, there would have followed 15 K Kt takes P, and whether he exchanges Kt or not, Black threatens, amongst other things, to proceed with P to K 5, followed by Kt takes Q B P, &c.

(*f*) A necessary precaution; had Black attempted to recover the Pawn by 17 Q to B 4, there would have followed 18 $\frac{\text{B to Kt 3,}}{\text{P to K 5,}}$ 19 P to Q 4, &c.

(*g*) This move has been long impending, and gives the second player a decided advantage.

(*h*) Probably there is no better move.

(*i*) The best move. If he had played 24 Q R to Kt sq, there would have followed 25 $\frac{\text{R takes R,}}{\text{R takes R,}}$ 26 K to Q 2, and Black's attack would soon have become exhausted.

(*j*) If 25 Q to Kt 2, then 25 B to B sq, 26 $\frac{\text{R to Kt 4,}}{\text{Kt to B 5,}}$ 27 Q to R 2 best, (if 27 $\frac{\text{Q to B sq}}{\text{B to Kt 5}}$ 28 $\frac{\text{R to Kt 3}}{\text{Q, R to Kt sq}}$ 29 $\frac{\text{R to B 3}}{\text{R to Kt 7, &c.}}$) 27 R takes P 28 $\frac{\text{B takes R}}{\text{Q to K 7 ch}}$ 29 $\frac{\text{K to B sq}}{\text{Q takes B}}$ 30 $\frac{\text{Kt to K sq best}}{\text{P to Q R 4}}$ 31 $\frac{\text{R to R 4}}{\text{B to B 4, &c.}}$

(*k*) Black threatens 28 R to Q 5 ch, followed by Q takes Q P, &c.

Game 23.

One of the sixteen simultaneous blindfold games played by Dr Zukertort at the West End Chess Club, on Saturday, 16th Dec., 1876.

(Centre Counter Gambit).

White (Dr Zukertort, blindfold).	Black (Mr Walter W. R. Ball).
1 P to K 4	1 P to Q 4
2 P takes P	2 Q takes P
3 Kt to Q B 3	3 Q to Q R 4
4 Kt to B 3	4 P to Q B 3 (*a*)
5 P to Q 4	5 P to K 3 (*b*)
6 B to Q 3	6 Kt to B 3
7 Castles	7 B to K 2
8 Kt to K 2	8 Q Kt to Q 2
9 P to B 4	9 P to K 4 (*c*)
10 B to Q 2	10 Q to B 2
11 P takes P	11 Kt takes P
12 Kt takes Kt	12 Q takes Kt
13 B to B 3	13 Q to B 2
14 Kt to Kt 3	14 B to K 3
15 Kt to B 5 (*d*)	15 Castles (Q side)
16 Kt takes B ch	16 Q takes Kt
17 Q to B 2	17 P to K R 4
18 P to Q Kt 4	18 Q to Q 3
19 B to B 5	19 Kt to Kt 5
20 P to Kt 3	20 Kt takes R P (*e*)
21 K takes Kt	21 P to R 5
22 B takes B ch (*f*)	22 P takes B
23 K to Kt 2	23 P to Q Kt 4 (*g*)
24 Q R to Q sq	24 Q to B 2
25 R takes R ch	25 K takes R
26 Q to Q 3 ch	26 K to B sq
27 Q to K 4	27 P takes B P
28 Q takes P ch	28 K to Kt sq (*h*)
29 B to K 5	29 Resigns

Notes.

(*a*) A weak move, preventing the egress of the Q Kt, and if P to K 3 be afterwards played, of the Q B also.

(*b*) He should rather have brought his Q B into the field first.

(*c*) Probably the best play to free his game.

(*d*) By this move White secures the exchange of his Kt for one of the adverse Bishops.

(*e*) Clearly an unsound sacrifice, but it is not easy to see what his best line of action here was.

(*f*) This exchange seems to us impolitic, for Black should of course have re-taken with his Queen, threatening the dangerous check at R 6 presently.

(*g*) We fail to discover how this move could improve Black's position.

(*h*) Seeing his affairs to be desperate, he performs "the happy despatch."

GAME 24.

Played some time ago at the West-End Chess Club.

(Remove White's Queen's Knight).

WHITE (Dr Zukertort).	BLACK (Mr Ehrlich).
1 P to K 4	1 P to K 4
2 B to B 4	2 B to K 2 (*a*)
3 P to B 4	3 P takes P
4 Kt to B 3 (*b*)	4 B to R 5 ch
5 P to Kt 3	5 P takes P
6 Castles	6 P takes P ch
7 K to R sq	7 Kt to K R 3 (*c*)
8 P to Q 4	8 P to Q 4
9 B takes P	9 Castles
10 B takes Kt	10 P takes B
11 Kt to K 5	11 P to Q B 3
12 Kt takes K B P	12 R takes Kt
13 B takes R ch	13 K to R sq
14 B to Kt 3	14 Q to K 2
15 Q to R 5	15 Kt to R 3
16 Q takes B (*d*)	16 Q takes Q
17 R to B 8 ch	17 K to Kt 2
18 R to Kt 8 ch	18 K to B 3
19 R to K B sq ch	19 K to K 2
20 R to B 7 ch	20 K to Q 3
21 P to K 5 ch, mates.	

Notes by Professor Wayte.

(*a*) Black chose this defence, having been embarrassed in previous games by the attacks springing from 2 Kt to K B 3 and 3 Q to K 2.

(*b*) The position is now that of the Cunningham Gambit. In answer to the check, White will of course select the more adventurous course of giving up the three Pawns for the attack.

(*c*) P to Q 4, and on B taking P, Kt to K B 3 is considered a satisfactory defence, irrespective of the odds.

(*d*) Pretty. Mate follows the capture of the Queen in seven moves at most: Black could only have delayed it two more moves by interposing the Queen and Bishop.

GAME 25.

Played in July, 1876, at the Hague.

(Sicilian Opening).

WHITE (Dr Zukertort).	BLACK (Mr S. ——).
1 P to K 4	1 P to Q B 4
2 Kt to Q B 3	2 Kt to Q B 3 (*a*)
3 Kt to K B 3	3 P to K 3
4 P to Q 4	4 P takes P
5 Kt takes P	5 B to Kt 5
6 Kt to Kt 5	6 Kt to B B (*b*)

7 Kt to Q 6 ch	7 K to K 2
8 B to K B 4	8 P to K 4
9 Kt to B 5 ch	9 K to B sq
10 B to Q 2 (*c*)	10 B takes Kt (*d*)
11 B takes B	11 Kt takes P
12 Q to Kt 4	12 Kt to Kt 4
13 P to K R 4	13 Kt to K 3
14 B to B 4	14 P to K Kt 3
15 Kt to Q 6	15 Q to B 3
16 P to K Kt 3 (*e*)	16 Q Kt to Q 5
17 Castles Q R	17 K to Kt 2
18 P to B 4	18 P to K R 4 (*f*)
19 P takes P	19 Q takes K P
20 Q takes Kt	20 Q P takes Q
21 B takes Kt	21 Resigns

Notes by Professor Wayte.

(*a*) Better than 2 P to K 3, because in that case White might continue the attack by 3 P to K Kt 3 and 4 B to K Kt 2, a line of play which originated with L. Paulsen.

(*b*) This defence was first suggested in America, and was adopted by Paulsen in one of his match games (July, 1876) with Anderssen.

(*c*) This, Dr Zukertort thinks, is much more effective than B to K Kt 5, as played by Anderssen in the game in question.

(*d*) Black gains a loss by this move; but in any case White has a good attack.

(*e*) To enable him to Castle without allowing Black to relieve himself by Q to K B 5 ch.

(*f*) However he plays, Black must now lose a piece.

GAME 26.

Played at the Circolo or Club, Genoa, May, 1876.

(*Giuoco Piano Opening*).

WHITE (Herr Max Bingen).	BLACK (Mr Wayte).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Q B 4	3 B to Q B 4
4 P to Q B 3	4 Kt to K B 3
5 P to Q 4	5 P takes P
6 P to K 5 (*a*)	6 P to Q 4
7 B to Q Kt 5	7 Kt to K 5
8 Kt takes P (*b*)	8 Castles
9 B takes Kt	9 P takes B
10 B to K 3 (*c*)	10 B to Q R 3
11 Q to K Kt 4	11 B takes Kt (*d*)
12 P takes B	12 P to K B 4
13 Q to K B 3 (*e*)	13 Q to K 2
14 P to Q R 3	14 P to Q B 4
15 Kt to Q B 3 (*f*)	15 P takes P
16 B takes P	16 P to Q B 4
17 Kt takes P	17 Q to Q Kt 2

And White resigns.

Notes by Prof. Wayte.

(*a*) The weakness of this ancient "classical" move has long been felt by the best players, and was insisted on by Mr Wormald, in the second edition of his "Chess Openings" and by Mr Wayte, in the "Chess Player's Chronicle," Vol. IV. (1874–5), p. 226. The alternative, 6 P takes P, also scarcely leads to an equal game, if Black continues with

	6 B to Kt 5 ch
7 B to Q 2	7 B takes B ch
8 Q Kt takes B	8 Kt takes K P (best).

(*b*) Perhaps slightly inferior to 8 P takes P. In either case, Black has the better game.

(*c*) White should have castled while it was in his power. Apparently he thought that Black could not venture 10 B to Q R 3, overlooking the fact that, in answer to 11 Kt takes P, Black could play 11 B takes B, leaving his Queen *en prise*, and threatening mate.

(*d*) Compulsory, to prevent Kt to K B 5 threatening mate, and winning a Piece.

(*e*) If 13 P takes P *en passant*, 13 Q takes P, 14 P to K B 3, 14 Kt to Q 3, and Black has a great attack on the open K file.

(*f*) This loses a Piece, but White has really no good move on the board. If Kt to Q 2, Black proceeds as in the text; and if P takes P, Q takes K P, attacking the Q Kt P, and also threatening P to Q 5 or P to K B 5.

(*g*) The only move to win the Piece. If Q to Q 2, White might have played Q to Q Kt 3; and if Q to K B 2, there was still some resource in P to K 6.

*** This was the only game preserved of five, played on the evenings of May 12th and 13th. Of these Mr Wayte won three, Herr Bingen one, and one was drawn. Neither player was in very good form, Mr Wayte not having played for some months, while Herr Bingen, who is much the best player in Genoa, has no practice except at odds. The game appeared in the *Illustrated London News*, but, by a singular mistake (which could not afterwards be traced, as the MS. was lost) the names of the players were reversed. On this account, and owing to the rarity of games played by English travellers in Italy, we have thought it worth reprinting.

Game 27.

Played in the recent Match at St. George's Chess Club.

(Scotch Gambit).

White (Mr Wayte).	Black (Mr Minchin).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 B to Q B 4
5 Kt to K B 5	5 Q to K B 3
6 Kt to Q B 3	6 K Kt to K 2
7 Kt to K 3	7 P to Q 3
8 B to K 2	8 B to K 3
9 Castles	9 Castles Q R
10 K to R sq (*a*)	10 B takes Kt
11 B takes B	11 P to Q 4

12 P takes P	12 Kt takes P
13 Kt takes Kt	13 R takes Kt (*b*)
14 Q to Q B sq	14 Q to K R 5
15 B to K B 3	15 K R to Q sq (*c*)
16 B takes R	16 R takes B
17 P to K B 3	17 R to K R 4
18 B to K Kt sq	18 Kt to Q 5
19 Q to K sq (*d*)	19 Q takes Q
20 Q R takes Q	20 Kt takes Q B P
21 R to Q B sq	21 Kt to Q Kt 5
22 P to Q R 3	22 Kt to Q B 3
23 R to Q B 5	23 R takes R
24 B takes R	24 P to Q Kt 3
25 B to K B 8	25 P to K Kt 3
26 R to Q sq	26 K to Kt 2
27 K to Kt sq	27 P to Q R 4
28 P to Q Kt 4	28 P takes P
29 P takes P	29 P to K R 4
30 P to K R 4	30 K to R 3
31 K to B 2	31 K to Kt 4
32 R to Q Kt sq	32 Kt to K 4
33 K to K 3	33 P to Q B 3
34 K to Q 4	34 Kt to Q 2
35 B to K 7	35 B to K B 4
36 R to Q R sq (*e*)	36 P to Q B 4 ch
37 P takes P	37 P takes P ch
38 K to B 3	38 Kt to Q Kt 3
39 B to K Kt 5	39 Kt to Q R 5 ch
40 R takes Kt (*f*)	40 K takes R
41 K to B 4	

And the game was drawn.

Notes by Prof. Wayte.

(*a*) Black, in our opinion, has played the best defence in this variation. White subsequently played K Kt to Q 5 at this point, to prevent the opening of the Q file.

(*b*) While making this move, Black admitted that B takes Kt was probably sounder in theory; but Mr M. already meditated the chivalrous sacrifice of the exchange.

(*c*) Black thought that his opponent could not afford to part with the K B, an important piece for the defence of the King's quarters.

(*d*) It does not appear that he has any better move, as Kt to K B 4 is threatened. With a Pawn superiority, Black now succeeds by very able play in nullifying the advantage of the exchange.

(*e*) R to Kt 2 is perhaps better.

(*f*) White has no chance to win, and acts wisely, we think, in at once securing the draw. The passed Pawn, so well supported as it is, might easily become dangerous. This was the only drawn game in the match.

GAME 28.

Deciding game in the match between Paulsen and Anderssen, July, 1876. (Schachzeitung).

(*Knight's Game*).

WHITE (Herr Paulsen).	BLACK (Prof. Anderssen).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 Kt to Q B 3	3 P to K Kt 3
4 P to Q 4 (*a*)	4 P takes P
5 Kt takes P	5 B to Kt 2
6 B to K 3	6 K Kt to K 2
7 Q to Q 2	7 P to Q 3
8 Castles	8 B to K 3 (*b*)
9 Kt takes B	9 P takes Kt
10 B to Q B 4	10 Q to Q 2
11 B to K R 6	11 B takes B
12 Q takes B	12 Kt to K 4
13 B to Kt 3	13 Kt to Kt 5
14 Q to R 4	14 P to K R 4
15 P to K R 3	15 Kt to R 3
16 Q to B 6 (*c*)	16 R to K B sq
17 Q takes K P	17 Q takes Q
18 B takes Q	18 R to B 3
19 Kt to Q 5	19 Kt takes Kt
20 P takes Kt	20 R takes P
21 P to K Kt 4	21 K to K 2
22 P takes P	22 P takes P
23 K R to Kt sq	23 R to K R sq (*d*)
24 R to Kt 7 ch	24 Kt to B 2
25 Q R to K sq	25 K to B sq
26 Q R to K Kt sq	26 P to R 4
27 K R to Kt 3	27 K to K 2
28 R to Q B 3	28 P to B 4
29 R to Q Kt 3	29 Kt to Q sq
30 B to B 8	30 K to B 2
31 B takes P	31 R to K sq
32 B to R 6	32 R to K 4
33 K R to K Kt 3	33 K to K 2
34 R to Q sq	34 Kt to B 2
35 B to B sq	35 Kt to Kt 4
36 P to B 4	36 Kt to B 6
37 R to Kt 7 ch	37 K to B 3
38 R to Q 7	38 Kt to K 8
39 B to Q 3	39 Kt takes B ch
40 R takes Kt	40 R to K 8 ch
41 R to Q sq	41 R takes R ch
42 K takes R	42 K to K 4
43 K to B sq	43 R to R 7

44 R to Q R 7	44 R takes P
45 R takes P	45 R to R 7
46 P to R 4	46 P to R 5 (*e*)
47 R to R 8	47 R to Kt 7
48 R to K R 8	48 R to Kt 5
49 P to Kt 3	49 K to B 5
50 P to R 5	50 K to Kt 6
51 P to R 6	51 R to Kt 2
52 R to R 6	52 P to R 6
53 R takes Q P	53 P to R 7
54 R to K R 6	54 K to Kt 7
55 K to Kt 2	55 P Queens
56 R takes Q	56 K takes R
57 P to Kt 4	57 P takes P
58 K to Kt 3	58 R to Q R 2
59 K takes P	59 R takes P
60 P to B 5	And Black resigns the game & match

Notes (chiefly from the Schachzeitung).

(*a*) *Schachzeitung* praises this move as the most energetic way of pursuing the attack. Dr Zukertort prefers B to Q B 4, and afterwards P to Q 3.

(*b*) Not a good move. The exchange is in itself disadvantageous, and the Pawn remains weak.

(*c*) P to K Kt 4 is preferable. White gains nothing by the move in the text.

(*d*) The best move. Anderssen's defence is from this point unexceptionable till nearly the end of the game.

(*e*) A miscalculation, which costs the game and the match. K to Q 5 would have drawn the game.

GAME 29.

Played at Hamburg (Schachzeitung).

(Danish Gambit).

WHITE (Herr M. Bier).	BLACK (Herr S. R. Rocamora).
1 P to K 4	1 P to K 4
2 P to Q 4	2 P takes P
3 P to Q B 3	3 P takes P
4 B to Q B 4	4 P takes P
5 Q B takes P	5 Kt to K B 3
6 Kt to Q B 3 (*a*)	6 Kt to B 3
7 Kt to B 3	7 B to Kt 5
8 Q to B 2	8 P to Q 3
9 Castles Q R	9 B takes Kt
10 B takes B	10 Castles
11 P to K 5	11 Kt to K sq
12 P to K R 4	12 Q to K 2
13 Kt to Kt 5	13 P to K Kt 3
14 P takes P	14 Kt takes P
15 K R to K sq	15 Q to Q sq
16 Q to Kt 2 (*b*)	16 Kt takes B
17 R takes Q	17 Kt takes Q

And White announced Mate in four moves.

Notes.

(*a*) No doubt the best move; first, we believe, recommended by Herr Rosenthal.

(*b*) A very pretty finish. If Black does not take the B, the game is clearly lost by B to R 8.

CORRESPONDENCE.

(*To the Editor of the Chess Player's Chronicle*).

SIR,—I am a moderate chess player over the board, but as regards playing over games published during the last thirty years in books, periodicals, &c., I have no hesitation in saying that I could give Pawn and two moves to Morphy or Steinitz. During that period I have had the pleasure also of witnessing, in person, the skill of two generations of the greatest chess players, such as Staunton, Anderssen, Buckle, St. Amant, &c., in the former, and nearly all the eminent names in the latter. For some years past, however, I have observed, with ever-increasing regret, the undue spread of what is termed "exhaustive analysis" of the various openings. Of course a certain amount of book knowledge is not only desirable, but indispensable; but I venture to express an opinion that, carried to the extent it now is, this knowledge tends to destroy all originality in actual play, and, more or less, to paralyze native (if I may use the word) chess genius and talent. I shall not occupy your space by addressing arguments in favour of this idea,—1st, because those who may agree with me do not want any; and 2dly, because those who do not, would not be in any way influenced by them. Holding then this opinion, I beg to offer to the Committee of the Counties Chess Association, a prize of £5 5s., to be competed for at the forthcoming meeting at Birmingham, upon the same terms as those in the Mongredien Tournament, viz., the transposition of the Knights and Bishops. Should the offer be accepted, I would suggest two or three conditions. 1st, The contest to be confined to provincial amateurs; 2d, Each competitor to play one game with each other; 3d, Drawn games not to count; 4th, The entries not to be less than eight; 5th, The winner of most games to take the prize, and in case of a tie, to play a rubber of three, either at the time, or, if necessary, at some time and place to be agreed upon by the players, and with the approval of the Committee. Conditions 3 and 4 are indispensable. As to the remaining conditions, or any others which may be suggested, I invite discussion. With regard to condition 1st, the Committee will doubtless have to decide whether those Members of the Association who now reside in London will be allowed to compete at all at the meeting. For my own part, I should be very glad indeed to see my old friend Mr Minchin engaged in this little Tourney. This, however, is a matter which of course I leave entirely in the hands of the Committee. Lastly, should the offer be accepted, I make it a point of honour with intending competitors, that they do not, in the interval, "make up" the opening, by playing it either with themselves or others, as this would clearly defeat the object I have in view, viz., to throw the players entirely on their own resources. I should, however, make no objection to their studying the games in the Mongredien Tournament, if disposed to do so. I am, &c.,

REV. J. GREENE,
President, Bristol and Clifton Chess Association.

P.S.—Since writing the above, it has occurred to me that, to prevent all possible cause of dissatisfaction, it would be better for me to reserve, till the meeting itself, the exact method of transposition, which I propose to make.

CHESS INTELLIGENCE.

*** SECRETARIES OF CLUBS AND OTHERS *are invited to assist us in making our record of the month's doings as complete as possible.*

We learn from the *Schachzeitung* that the renowned veteran of Germany, Prof. Anderssen, this year celebrates his Chess Jubilee. At the last meeting of the Mid-German Chess Association, it was determined to organize a festival in honour of the great master, to commence at Leipsic on the 8th of July, and to consist of a tournament for first-class players (in which Herr Anderssen himself will take part), besides several minor tourneys. Intending competitors and subscribers should at once address themselves to Herr Zwansig, 20 Alexander Strasse, Leipzig.

The second handicap tourney of the Café de la Régence terminated in the 1st prize being gained by M. Chamier. The 2d and 3d were awarded to Baron de Foucault and M. Maczuski, who won an equal number of games. The 4th was given to M. Joliet. Messrs. Bezkrowny and Clerc were obliged, for private reasons, to retire from the tourney before it was finished. The match between MM. Bezkrowny and Morel ended by 11 games being won by the former to 9 by the latter, and 6 were drawn. Another match is now being played on the same conditions.—*La Stratégie.*

The Italian Chess Magazine, *La Nuova Rivista*, for February, contains a letter to the editors from Herr Von der Lasa upon Chess Notation. Taking a dissatisfied view of the various systems of notation now prevailing in France, England, Italy, and Germany, he advocates the general introduction and use of the algebraic system. There is also an editorial article upon the same subject; but as the system advocated is not explained, or illustrated by examples, we are unable to form any opinion as to its merits.

The Book of the International Congress of Philadelphia has been published. It is edited by Mr W. H. Sayen, and is an elegant volume of 200 pages, containing the history of the tournament, and sixty annotated games.

An association of ladies and gentlemen, entitled the Hartford Chess Club, has been formed at Hartford, Connecticut, under the presidency of Mrs J. W. Gilbert, a lady whose remarkable skill in chess has become widely known through the publication of several correspondence games, played and won by her against several well-known amateurs in the United States and Canada. On the first night of meeting, 17 ladies and 25 gentlemen were elected members of the chess circle; and it was arranged to hold weekly meetings at the houses of the members, in rotation, during the winter months.—*Ill. Lond. News.*

We are informed by Mr Gossip that he intends shortly to publish a new work on the Openings. He has forwarded to us some of the MS., and, as far as we are able to see, his analysis appears to be of a very exhaustive character, but we have not yet had time to give it more than a cursory examination. The book, we believe, is to be entitled "Theory of the Chess Openings," and is to be issued at the extremely moderate price of 4s. 6d. At the request of the author, we shall be happy to receive the names of subscribers, several of which have already been sent us.

The Automaton Chess Player, erst exhibiting his skill at the Crystal Palace, and of late at the Aquarium, Westminster, has, we believe, gone forth to seek his adventures in foreign lands, and will commence by doing battle with all comers in Germany.

The Counties Chess Association has accepted the invitation of the Birmingham Club to hold its next meeting at Birmingham in August.

LOUTH, LINCOLNSHIRE.—The Chess Meeting held in this town early in January last is bearing good fruit. The immediate outcome was the formation of a Lincoln County Association, and now we have pleasure in recording the formation of a Club in Louth for the town and neighbourhood. The members, by complimentary invitation, have asked Mr Skipworth to be their first honorary member. This is now the fourth Club established in the county within a comparatively short time.

SHEFFIELD.—On Tuesday, the 23d January, a match took place between the Sheffield Athenæum Club and the St Peter's Club of that town. The competitors were—

Athenæum.	Won.	St Peter's.	Won.	Drawn.	Unfinished
Mr Walter Cockayne	1	Mr Barraclough	0	1	0
„ J. J. Champion	2	„ Jno. Howe	0	0	0
„ Brown	2	„ J. Greenhough	0	0	0
„ Shaw	2	„ Zimmermann	0	0	0
„ G. B. Cocking	1	„ Carl Hahn	0	0	1
„ E. Cockayne	1	„ T. Snow	1	0	0
	9		1	1	1

The return match was played in the Dining Room of the Athenæum, on Tuesday evening, 13th February, with the following result:—

Athenæum.		St Peter's.	
Mr Henry Dury	0	Mr Barraclough	0
„ Burrows	2	„ J. Greenhough	0
„ Allott	0	„ R. Snow	2
„ E. J. Waterfall	1	„ H. Zimmermann	1
„ Fushling	0	„ Camm	1
„ Rossel	2	„ Fisher	0
„ J. Barlow	1	„ Scott	1

This match was to consist of two games betwixt each player. The Athenæum won six, lost five; one drawn, one unfinished, and one not commenced.

The Athenæum did not, on either occasion, select their strongest players, the endeavour being to bring such as were about equal to those of St Peter's.

The "St Peter's" is a young and rising Club, and the "Athenæum" must keep awake, or it will lose the pre-eminence of being, as it has been for so many years, the strongest Chess Club in Sheffield. These encounters have infused new life; and we trust that next season will witness a renewal of the friendly contest.

BLAIRGOWRIE.—On Friday, the 19th of January, six members of the Strathmore Club and four "Strangers," including Mr G. B. Fraser of Dundee, held a tournament at the Parsonage, Blairgowrie. Mr Fraser was handicapped of course, but equally, of course, won every game. Mr W. Macpherson ranked next as regards success. On Wednesday, the 24th ult., a match took

place at Dr Davidson's between three players of Blairgowrie and three of Coupar-Angus, with the following result—one game was not played:—

Blairgowrie.		Coupar-Angus.	
Bamford, F. - -	0.0.	Torry, J. - - - -	1.1.
Davis, Rev. F. W. -	1.1.1.	Lowe - - - -	0.0.0.
Soutar, T. - - - -	0.0.1.	Davidson, Dr - -	1.1.0.

CHESS MATCH AT MANCHESTER.—A match between the Manchester Chess Club and the Manchester Athenæum Chess Club was played on Saturday, February 3d, at the Rooms of the former, in Market Street, Manchester. Each Club was represented by fifteen members, who were paired according to their reputed strength, every couple playing two games. Play commenced soon after half-past two, and the last game was finished shortly before eight o'clock. As will be seen from the following statement, the match resulted in a victory for the Athenæum Chess Club, by 16 games to 11, 3 games being drawn:—

Athenæum Club.	Won.	Manchester Club.	Won.	Draws.
Mr E. H. Wood - - -	2	Mr Lord - - - -	0	0
„ J. Fish - - - - -	0	„ Steinkuhler - -	1	1
„ J. J. Lewis - - -	0	„ J. Baddeley - -	1	1
„ Hockmeyer - - -	0	„ M'Clelland - -	2	0
„ E. Mitchell - - -	1	„ Edmondson - -	1	0
„ R. C. Boyer - - -	2	„ J. Grundy - -	0	0
„ C. Hague - - -	0	„ C. Simon - -	1	1
„ Von Zabern - - -	2	Colonel Vialls - -	0	0
„ K. M. Giltay - - -	1	Mr W. Jones - -	1	0
„ Locke Holt - - -	1	„ Seel - - - -	1	0
„ E. Evans - - -	0	„ F. Coupe - - -	2	0
„ C. A. Dust - - -	2	Rev. H. A. Lewis -	0	0
„ Higginbotham - -	2	Mr J. Jackson - -	0	0
„ R. O. Cooper - - -	1	„ Newnes - - -	1	0
„ Zollner - - - - -	2	„ Glass - - - -	0	0
Total,	16	Total,	11	3

BRISTOL YOUNG MEN'S CHRISTIAN ASSOCIATION CHESS CLUB.—The Hon. Secretary (Mr S. T. Jey) of this Club informs us that a tournament was commenced on the 10th ult., in which more than one half of the members have entered. C. Boorne, Esq., President, has offered the 1st prize, and there are four other prizes to be played for.

On the 7th of February, 1877, a match was played in the lecture room of this Association, between eight of its members and a similar number belonging to the Bristol and Clifton Chess Club, who gave the odds of a Knight in each game. Mr C. Boorne, President of the Association Club, acted as referee. The result was as follows:—

Clifton Club.			Association.		
Mr W. Berry -	1.1.1.	3	Mr H. S. Bunce -	1.0.	1
„ W. Franklin	1.½.0.1.	2½	„ H. G. Gardner	0.0.	0
„ G. Harding	0.0.0.0.	0	„ W. Hall, - -	0.½.1.	1½
„ Harsant - -	1.1.	2	„ K. Hunt - -	0.½.	0½
„ Horter - -	1.1.1.	3	„ O. Hunt - -	0.1.1.1.	3
„ Newton - -	0.½.	0½	„ T. Hunt - -	1.0.0.0.	1
„ Pearce - -	1.1.	2	„ S. T. Jey - -	0.0.½.	0½
„ Tibbits - -	1.½.	1½	„ G. Templar - -	1.1.0.0.	2
		14½			9½

THE LONDON CLUBS.—*St. George's.*—The Even Tournament ended as we predicted in our last—Dr Ballard taking the first prize, and Prof. Wayte the second. Immediately upon its conclusion another tourney was started, which introduces a species of odds new, we believe, in England, though it has been practised in Germany. There are several players in the St. George's to whom the best players of the Club could not successfully yield the odds of Pawn and move, but who would have no chance of a prize in an even contest. To give every player a chance, the stronger have to give odds, not in material, but in the score. Dr Zukertort was appointed handicapper, and his arrangement is as follows: Dr Ballard and Prof. Wayte, the winners in the even tourney, start at scratch; Mr Minchin receives half a game in the score; Mr Lindsay, 1 game; Mr Salter, 1½; Mr Foster, 2; Sir Charles Locock, Mr Ball, and Mr de Soyres, 2½; Mr Warner, 3; and the Hon. H. C. Plunkett, 4 games at starting. Each player has to play two games with every other, drawn games counting half. Of the present state of the score we will only observe that Mr Plunkett has been playing in a style which clearly shows that on any future occasion he will be much less lightly handicapped; Mr de Soyres is also well to the fore; Dr Ballard, no doubt, as is usual with him, will be well up at the finish; but as yet he has played very few of his games.

West End.—The first prize in the Handicap has been won by Mr Heath; the second by Mr Ryan. The third and fourth prizes remain to be decided between Dr Ballard and Mr Ehrlich. A new first class tourney, upon even terms, has just been started. The entries comprise Messrs Ballard, Eccles, Heath, Martin, Minchin, Robey, Schweitzer, and Wayte.

Errata in our last, p. 45, last line of Intelligence, for "the two last played," read "the two lost." The statement (at p. 41) that "we do not usually select for reprinting games from a former series of 'The Chess Player's Chronicle,'" was intended to refer only to the two last series, commencing in 1868. Our Select Reprints will, as a rule, be for games at least ten years old. They will, it is hoped, interest many readers into whose hands the older periodicals and collections of games may not have fallen.

The Universities Match will, we hear, take place in London on March 22d, but the exact locality appears to be not yet settled.

*** We have not yet received the February numbers of the *Schachzeitung* and *Stratégie.* As soon as our home and foreign exchanges are more fully established, we hope to be able to give a larger quantity of Chess news.

NOTICES TO CORRESPONDENTS.

A. Rosenbaum, London; S. T. J., Bristol; G. B. C., Sheffield; Von Z., Manchester; J. J., Dewsbury; F. W. D., Blairgowrie; J. G. Clifton; and A. B. S., Tetford, are thanked for their contributions and communications.

J. J. C., Sheffield. We are obliged by your letter, and agree with your remarks on the variations in question. "There are more things in heaven and earth," &c. By-and-bye we propose to call attention to some of these things unnoticed by the books.

Dr V., Littlehampton. Thanks for the correction. We do not now remember who sent us the game.

Prof. T., Highgate. Our warmest acknowledgments for the article, and for the promised games, which, we need hardly say, will be very acceptable.

G. E. B., Ripon. Accept our best thanks for your welcome contribution and accompanying letter.

PROBLEMS.—R. Dalton has solved No. 9; F. W. Davis, Nos. 9, 14; W. Johnstone, Nos. 9, 12; Sergt.-Major M'Arthur, Nos. 9, 10, 11, 12, 13, 14, 15; H. Blanchard, Nos. 9, 10, 11, 12, 13, 14, 15, 16.

Problems received with thanks from H. Blanchard, H. Meyer, J. Paul Taylor, Sergt.-Major M'Arthur, G. E. Barbier, A. Townsend, W. T. Pierce, and G. J. Slater, with all of whom we have also had the pleasure of communicating by Post, and trust our letters were duly received.

W. J. Problem No. 15.—In reply to Q to K 3, Black plays Kt to R 3.

SOLUTIONS OF PROBLEMS.

	WHITE.	BLACK.
No. IX.—	1 R to K B 2	
No. X.—	1 Q to K B sq	1 B to B 6
	2 R takes Kt ch	2 Anything
	3 Q or P mates accordingly	
No. XI.—	1 Q takes B P	1 B takes Q
	2 B takes P ch	2 K takes B
	3 Kt mates	
		1 K takes R
	2 Q takes P ch	2 K moves
	3 Q mates	
No. XII.—	1 Q to Q 7	1 K takes R
	2 Q to K Kt 7 ch	2 K takes Q
	3 Kt mates	
		1 R to K sq
	2 Q to K Kt 7	2 Anything
	3 R dis ch mate	
		1 R to B 4 ch
	2 R takes R ch	2 B takes R
	3 Q takes R mate	
No. XIII.—	1 Q to K sq	1 K takes R
	2 Q takes R ch	2 K moves
	3 Q mates	
No. XIV.—	1 Kt to K B 6	1 K to Kt 4
	2 Kt to K 8	2 Anything
	3 Kt mates	
No. XV.—	1 B to R 5	1 Kt to R 3
	2 Q to Q 4 ch	2 P takes Q
	3 P takes P	3 Anything
	4 B or Kt mates	
No. XVI.—	1 Kt to K 3 ch	1 B takes Kt
	2 B to B 7 ch	2 Q takes B
	3 Q to Q 5 ch	3 Q takes Q mate

☞ All communications intended for this Magazine should be addressed to the Editor, St. Ronan's, Malvern, or if for the Problem Department, to J. Crum, Esq., 16 Bothwell Street, Glasgow.

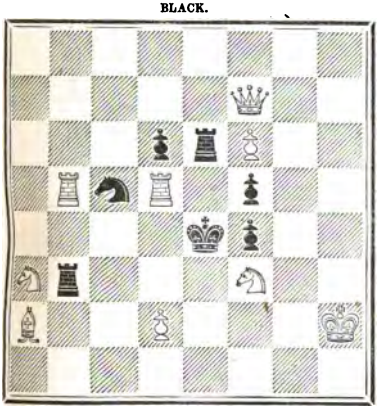
We shall be glad to acknowledge any Solutions of Problems which we may receive before the 20th of each month.

PROBLEMS.

Under the supervision of JOHN CRUM, 16 *Bothwell Street, Glasgow, to whom all Communications connected with Problems, Solutions, &c., should be addressed.*

No. 17.—By G. J. SLATER.

BLACK.



WHITE.

White to play and mate in two moves.

No. 18.—By J. PAUL TAYLOR.

BLACK.

WHITE.

White to play and mate in two moves.

No. 19.—By W. T. PIERCE.

BLACK.

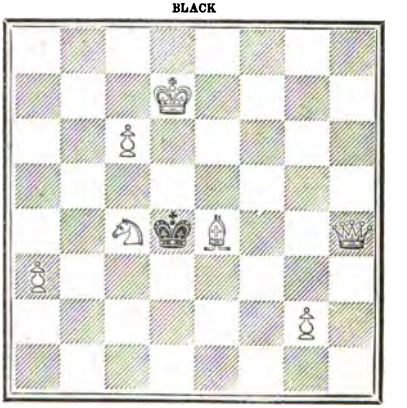
WHITE.

White to play and mate in three moves.

From "The Gentleman's Magazine."

No. 20.—By D. FAWCETT.

BLACK

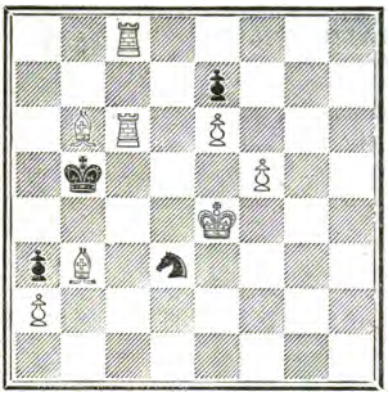


WHITE.

White to play and mate in three moves.

No. 21.—By Sergt.-Major M'ARTHUR.

BLACK.



WHITE.

White to play and mate in three moves.

No. 22.—By H. BLANCHARD.

BLACK.

WHITE.

White to play and mate in three moves.

No. 23.—By A. TOWNSEND.

BLACK.

WHITE.

White to play and mate in four moves.

No. 24.—By H. F. L. MEYER.

BLACK.

WHITE.

White to play and mate in six moves.

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PROBLEM

BY

G. E. BARBIER.

BLACK.

WHITE.

White to play and mate in four moves.

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The Chess Player's Chronicle.

2d APRIL, 1877.

ON THE ECONOMY OF PIECES IN THE CONSTRUCTION OF PROBLEMS.

THE construction of a problem may be faulty in several ways, but the most important to notice are the three following:—

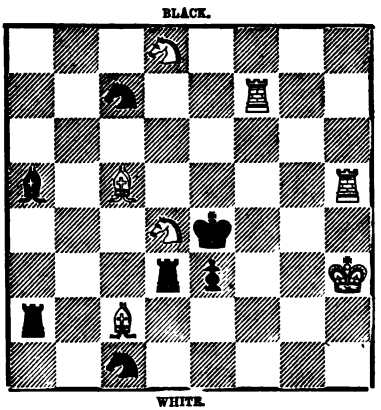
1. When the position contains what are commonly called *bad duals*. I will not treat of this case in the present number, but draw the attention of the *Chronicle's* readers to it on a future occasion.

2. When the position contains pieces which are altogether useless; they do not, by their presence, furnish additional variations; they possess no active property; they are mere lookers-on, and have been introduced among the others either through the composer's carelessness, or under the impression that they improved the *look* of the position, inasmuch as there is an appearance of a more even balance of power. This case is seldom met with now-a-days, but is of frequent occurrence in the problems of composers who preceded the modern school.

3. When every piece seems to be necessary in order to fulfil the conditions of the problem; but when, by a more comprehensive examination of the resources of the position than the composer cared or was able to make, we can remove one or more pieces without interfering with the conditions, without altering the idea, but often adding new variations which are closely and naturally connected with it, widening the scope for the action of the pieces, and thereby rendering the solution more difficult.

I propose to examine two positions which illustrate the last two cases, and in the course of my examination I will make some observations on what I consider sound, and what I consider unsound construction.

No. I.—By Conrad Bayer.



White to play and mate in two moves.

Problem No. I. is one of a set which gained the first prize in *La Stratégie's* last Tourney.

It is unnecessary to say that I have no desire to sit in judgment over Bayer's problems, for we all know him to be one of the greatest composers that ever lived, and although I think, that in his latter problems he is much too fond of duals, yet his construction does not generally show the defects which are found in the one under discussion, which seems to have been composed in an unpropitious moment.

The Key-move is Kt to B 5. Black moves his King either to B 6 or Q 4, whereupon Kt discovers checkmate at Kt 3 or Q 6. [If Black King moves to B 5 or K 4, the Kt, in either case, may discover Mate by going to Kt 3 or Q 6. This is a *dual move*, and in a position of this kind is allowable and legitimate.] Black may also move the Pawn, and be mated next move by the interposition of the Kt. Now, let us look at the utility and office of every piece. After a cursory examination, we do not see that the construction is faulty in regard to the last of the three cases we stated above, but we plainly see that it is, in regard to the second, for the Black Rook at Q R 7 is altogether useless. It gives Black a show of strength which he does not really possess, and on that very account, the solution is rendered easier. Of course, in a two-move problem, the presence of a useless piece cannot very materially help the solver, but yet it does, in a certain measure, as it limits White's possible moves. For example: it is evident that White's first move cannot be B to Kt square, as the Black Rook would be enabled to check at once. The truth of the principle that useless Black pieces make the solution of a problem easier, will be much more apparent in a problem of three

or four moves; for, let us suppose that a position similar in construction to Bayer's could only be solved in four moves, we see that we have no time to waste, that we may not check on our first move, but that it is most likely we shall have to do so on the second, for Black threatens the capture of our Bishop and a check next move. Therefore, we come to the conclusion that the problem is not one of those difficult stratagems in which check is only given on the last move. All this clears the ground for us, and the presence of that useless Rook imparts such knowledge to the solver as leads him well nigh half way in his successful search for a solution.

If we look more carefully into the position, we also find that the construction is faulty in regard to the third case. The Black Kt at B 2 is required to cover the check of 1 Rook to K 7, for, if the Kt were removed, there would be a mate next move with the other Rook at R 4. Moreover, the square on which the Kt stands must be occupied, for on White's first move, Black might occupy it with his Bishop, and there would be no mate next move, so that, so far as we have gone, we do not see that we have anything to say against this useful Kt. Let us look at the Black B. As the pieces stand in the author's position, it is required to prevent a second solution by 1 Kt to B 3, threatening mate with Rook at K 5. Here the B is of use, for it goes to B 6. Now, let us remove it altogether, and see if we cannot place the Black Kt in such a position as will increase its utility, and make it do duty both for itself and for the discharged Bishop. Let it go to King's Bishop's square. From its new position, it can interpose if R checks at King's 7, and if mate is threatened by 1 Kt to B 3, it moves to Kt 3 or Q 2, and Black's King's 4 is protected. Therefore, the Black Bishop is *detrop.* The more active pieces are, either in the attack or defence, the more vigorous and beautiful a problem will be. To endow a piece with as many offices as possible instead of dividing the performance of these among several, has been called *concentrativeness* by some composers; it might be called *centralization.*

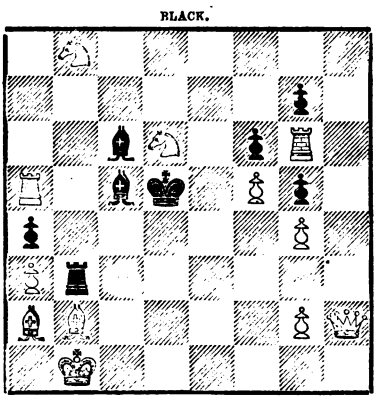
Apart from the great advantage it possesses of clearing the board of all useless elements, and of giving greater scope for play as well as making the composition more terse, it is evident that the solution will be more difficult; as has been said before, in a two-move problem this is not seen to such advantage as it would be in a problem of more moves.

Let us suppose that in a four-move problem, carelessly constructed, White has, besides the key-move, six others that seem at first sight to be plausible means of attack.* If those six moves are severally met by the defensive action of a different Black piece, White will

* That which chiefly distinguishes the compositions of the masters is the manifold roads for attack at White's disposal; and this cardinal quality is closely connected with the economy of the pieces.

soon see the fruitlessness of his attempts at every new piece that starts up in front of him to protect the Black King, and therefore will turn to "fresh fields and pastures new." But if the composer has united all the defensive power, or most of it, in one piece, let us say the Queen, then it will take White a great deal more time to find out all the available moves of the defence. He may be led to think, because a solitary enemy is in sight, that almost any road will lead to victory, but he will gradually find out that the Queen is here, there, and everywhere, multiplying her resources as the danger increases. This will make him waste time, admire Black's strategy, and he will, on that account, relish the more the subtlety of White's play and the beauty of the mate.

No. II.—By F. H. Bennett.



White to play and mate in three moves.

Problem No. II. is taken from *The Field* of June 17, 1876. The construction is faulty in regard to the third case, so much so, that I shall be able to prove that there are six useless pieces.

The solution is—1 Q to Kt 3, threatening mate at Q 3; Black moves his Bishop to Kt 4; Q goes to Q B 3, and on Black King taking Knight, mates at King's 5.

As the position stands, the White Kt at Q 6 is required, for, in the main variation, Black, on its second move, would escape at King's 5, no longer commanded by the Kt. Let us notice that in this latter position—the Kt being removed—we would be enabled to mate by 3 Q to K B 3, but for the presence of the Black Rook at Knight's 6, which, being no longer *pinned*, would of course capture our Queen. Then, it seems as if the White Kt were on the board, because the Black Rook is on the board too. White seems to

be obliged to counterbalance the power of Black Rook by the presence of this Kt on the board. Let us see if we cannot get rid of the Rook. If we can, then, in all likelihood, the Kt will have to go with it. In the author's position it is required, for if White's Bishop at Kt 2 were free, there would be a second solution, thus:—1 $\frac{\text{R takes P}}{\text{P takes R}}$, 2 $\underline{\text{B takes P}}$, and the Queen must mate next move at K 5. But it will be found that if the Kt be removed, there is no such a mate to be had, for Black, on his second move, will have the choice of either King's 5 or Bishop's 5 whither to escape, since these squares are no longer commanded by the Kt. We, therefore, remove the White Knight, the Black Rook and the White Bishop which pins it, together with the two Pawns on the Rook's file, which are also on the board because the more powerful pieces are on the board also. The removal of these pieces has given us two additional variations,* for Black may move 1 K to B 5, and be mated in two moves by 2 Q to B 3 check, and 3 mate at Q 3 or 4; or he may move to King's 5, and be mated at K B 3 with Q.

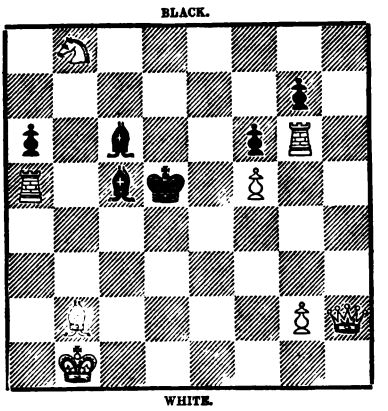
In the author's position, the B P at Kt 4 is required, for if wanting the Q would go to B 4, threatening mate at Q 2, whereupon Black must move his Bishop to Kt 4 as in the author's solution; on its second move the Queen checks at Q 2 and mates, removing one of the interposing Bishops. In our amended position, however, both the Black Pawn and the White one which stops its progress may be removed. This gives White an addition of plausible but unavailable moves, which will protract the struggle.

Let us place a Black P at Q R 3, for without it our amended position would be unsound, for in answer to Key-move, if Black plays as in the main variation Bishop to Kt 4, White Rook might capture it, and when Black moved its King to B 5, the Q would mate, supported by the Rook. The Queen might be placed in a better position than she is, for the first move is easily found; but with that we have nothing to do.

And now we have position No. III. We have dispensed with six pieces. We have added new and natural variations—we have a comparatively clear board, affording ample scope for manifold attacks, and we have rendered the mate prettier and the solution more difficult, by a judicious economy of pieces.

* Variations, in themselves, are doubtful ornaments in a problem. Some problems are composed chiefly to crowd the board with as many variations as possible, and as this is done intentionally, there is certainly some beauty and cleverness in such compositions, but *the idea* is no longer recognisable; it has been divided and sub-divided in so many ways, that each variation is about equal in merit. Variations in a first-class problem should only minister to the idea, and only derive from it their *raison d'être.*

No. III.



White to play and mate in three moves.

G. E. BARBIER.

GAME 30.

A game in the late Match.

(*Knight's Game*).

WHITE (Prof. Wayte).	BLACK (Mr Minchin).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 Kt to Q B 3	3 P to K Kt 3
4 B to Q B 4 (*a*)	4 B to K Kt 2
5 P to Q 3	5 K Kt to K 2 (*b*)
6 B to K Kt 5	6 Castles
7 Kt to Q 5	7 P to Q 3
8 Q to Q 2	8 B to K 3
9 P to K R 4	9 P to K B 3 (*c*)
10 Kt takes B P ch	10 B takes Kt
11 B takes B ch	11 K to R sq
12 P to K R 5	12 Q to K sq
13 B to K R 6	13 B to K Kt 2
14 B takes B ch	14 K takes B
15 P takes P	15 Q takes P
16 B to K B 5 (*d*)	16 Kt takes B
17 P takes Kt	17 Q takes P

18 Q to K R 6 ch	18 K to Kt sq
19 R to K R 5	19 R to K B 3
20 R to K Kt 5 ch	20 R to Kt 3
21 Castles	21 Q takes R ch
22 Q takes Q	22 R takes Q
23 Kt takes R	23 P to K R 3
24 Kt to K 6 (*e*)	24 R to Q B sq
25 R to K R sq	25 K to R 2
26 R to K R 3	26 K to Kt 3
27 R to K B 3	27 Kt to Q 5
28 Kt takes Kt	28 P takes Kt
29 R to K B 4	29 P to Q B 4
30 R to K 4	30 R to K B sq
31 P to K B 3	31 P to Q Kt 3
32 P to Q R 4	32 P to K R 4
33 K to Q 2	33 R to K B 3
34 K to K 2	34 K to B 2
35 P to K Kt 4	35 P to Q 4
36 R to K 5	36 P takes P
37 P takes P	37 R to K 3 (*f*)
38 R takes R	38 K takes R
39 P to Q Kt 3	39 P to Q R 3
40 K to B 3	40 K to K 4
41 K to Kt 3	41 P to Q Kt 4
42 P takes P	42 P takes P
43 K to B 3	43 P to Q Kt 5
44 K to Kt 3	44 P to Q B 5
45 K to B 3	45 P to B 6 (*g*)
46 K to Kt 3	46 K to B 3
47 K to B 4	47 K to Kt 3
48 P to Kt 5	48 K to Kt 2
49 K to B 5 (*h*)	49 K to B 2
50 P to Kt 6 ch	50 K to Kt 2
51 K to Kt 5	51 K to Kt sq
52 K to B 6	52 K to B sq
53 K to K 6, and wins.	

Notes by Prof. Wayte.

(*a*) See page 63 of the March number, note (*a*).

(*b*) Kt to Q R 4 would now be effective, and certainly seems to show that 4 B to Q B 4 is less attacking than 4 P to Q 4.

(*c*) A slip which costs a Pawn; but White has now acquired a forcible hold, and it is not easy to find a perfectly satisfactory move. If 9 Q to Q 2, White would win easily by Kt to B 6 ch, threatening Q to K R 6 after the exchange of pieces. Perhaps 9 B takes Kt is the least disadvantageous.

(*d*) Needlessly throwing away the gained Pawn. White miscalculated the effect of Black's 19th and 20th moves. B to Q Kt 3 would have preserved the advantage.

(*e*) This is White's best chance to keep up pressure. The Kt is safe enough, though his position looks a little dangerous.

(*f*) This loses the game, which Black might have drawn by R to Q 3. Probably he expected to break through on the Queen's side, overlooking the fact that White is not compelled to undouble the Pawns.

(*g*) Better than exchanging Pawns, as it still leaves a chance open if White attacks the Pawns too soon with his King.

(*h*) White is obliged to drive the K back to the rear rank, as otherwise he would get to Q 7 before White could take the Q B P.

Game 31.

A game in the late Match.

(Knight's Game).

White (Prof. Wayte).	Black (Mr Minchin).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 Kt to Q B 3	3 P to K Kt 3
4 B to Q B 4	4 B to K Kt 2
5 P to Q R 3	5 P to Q 3
6 P to Q 3	6 B to K 3
7 B takes B	7 P takes B
8 Kt to K Kt 5 (*a*)	8 Q to K B 3
9 Castles	9 P to K R 3
10 Kt to K B 3	10 K Kt to K 2
11 B to K 3	11 P to Q R 3
12 P to Q Kt 4	12 Castles K R
13 Q to Q 2	13 Kt to Q 5
14 Kt to K sq	14 Q to K R 5
15 Kt to K 2	15 P to K Kt 4
16 P to K B 3	16 Kt takes Kt (ch)
17 Q takes Kt	17 Kt to K Kt 3
18 P to K Kt 3	18 Q to K R 4
19 Kt to K Kt 2	19 R to K B 2
20 R to K B 2	20 Q R to K B sq
21 Q R to K B sq	21 Kt to K 2
22 P to K B 4 (*b*)	22 P takes P
23 P to K Kt 4	23 Q to K Kt 3
24 Kt takes P	24 Q to K R 2
25 R to K R 2	25 B to K B 3
26 Q R to K B 2	26 Q to K Kt 2
27 K to B sq (*c*)	27 B to K Kt 4
28 Kt to K Kt 2	28 R to K B 3
29 K to K sq	29 K to B 2
30 P to K B 4	30 P takes P
31 Kt takes P	31 B takes Kt
32 B takes B	32 K to K sq

33 Q to K 3	33 Q takes P
34 B takes R P	34 R takes R
35 R takes R	35 Q to Kt 8 ch
36 K to K 2	36 Q takes R ch (*d*)
37 Q takes Q	37 R takes Q ch
38 K takes R	38 K to Q 2
39 B to K Kt 5	39 Kt to Q B sq
40 B to K 3	40 K to Q B 3
41 P to Q R 4	41 Kt to Q Kt 3
42 B takes Kt (*e*)	42 K takes B
43 K to K 3	43 P to Q B 4
44 P to Q B 3	44 P takes P
45 P takes P	45 P to Q R 4
46 P takes P ch	46 K takes P
47 K to Q 2	47 K takes P
48 K to B 3	48 P to Q Kt 4

And White resigns.

Notes by Prof. Wayte.

(*a*) Perhaps a lost move, yet having a meaning, as the advance of P to K R 3 must weaken the Black King's position after castling.

(*b*) After the dead block of the last few moves, the game now assumes a livelier appearance, and yields some interesting positions.

(*c*) It was necessary to withdraw the King before pursuing the attack further.

(*d*) Under an embarrassing attack, Mr M.'s play for many moves has been remarkable for its depth and soundness. He now correctly changes off both pieces, reducing matters to a simple ending. If, instead, 36 R takes R ch, 37 Q takes R, 37 Q to Q R 8 in pursuit of the Pawns, the result of 38 Q to K B 8 ch, 38 K to Q 2, 39 B to Kt 5 is in White's favour.

(*e*) White is at a slight disadvantage in the end game, his King being somewhat further from the scene of action. Still he could have drawn easily by 42 P to R 5, followed by P to Q B 4. This was not the only game of the match in which one or other of the players lost by incautiously exchanging his last piece.

Game 32.

Game played at Oxford in Match—old *versus* present members—February 21, 1877.

(Scotch Gambit).

White (Rev. J. Coker).	Black (Mr Oswald).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 Q to K R 5
5 Kt to K B 3	5 Q takes P ch
6 B to K 2	6 K to Q sq (*a*)
7 Kt to Q B 3 (*b*)	7 Q to K sq (*c*)
8 Castles	8 P to Q 3

9 Kt to Q 5	9 B to K 3
10 P to Q B 4	10 P to K Kt 3 (*d*)
11 R to K sq	11 P to K R 3
12 B to K B 4	12 B takes Kt (*e*)
13 P takes B	13 Q Kt to K 2
14 Q to Kt 3	14 K to B sq
15 Q R to Q B sq	15 Kt to K B 3
16 B takes P	16 Q Kt takes P (*f*)
17 B to K 5 (*g*)	17 P to Q B 3
18 B takes Kt	18 Kt takes B
19 B to R 6	19 Q takes R ch
20 Kt takes Q	20 P takes B
21 R takes P ch	21 K to Q 2
22 Q to Kt 7 ch, and wins (*h*)	

Notes.

(*a*) A variation not noticed by Mr Fraser in his analysis of this opening, but not, we believe, a commendable line of defence.

(*b*) Castling at once looks better, for White then threatens several dangerous attacks.

(*c*) He ought rather to have pinned the Kt, and on White's interposing his Q B, to have taken it off, and played P to K B 3.

(*d*) P to K R 3 seems a more serviceable move.

(*e*) This was playing White's game; but he appears to have no good move at his command.

(*f*) Had he taken P with the other Kt, White could answer with B to Q B 4.

(*g*) Too tame in such a position; B to Q R 6 was the right course.

(*h*) The attack in this game is well played by Mr Coker.

Game 33.

In Mr Archdall's Correspondence Tourney, and published by permission. Commenced December 2d, 1876, and concluded February 15th, 1877.

(Irregular Opening).

White (Mr Skipworth).	Black (Mr W. L. Biggs).
1 P to Q B 4	1 P to K 4 (*a*)
2 P to K 3	2 Kt to Q B 3
3 P to Q R 3	3 P to K B 4
4 Kt to Q B 3	4 Kt to K B 3
5 P to Q 4	5 P to K 5
6 Kt to K R 3 (*b*)	6 P to Q 4
7 P to Q Kt 3	7 B to K 3
8 Kt to K B 4	8 Q to Q 2 (*c*)
9 Kt takes B	9 Q takes Kt
10 P takes P	10 Kt takes P
11 Kt takes Kt	11 Q takes Kt
12 B to Q B 4	12 Q to Q sq

13 Castles	13 B to Q 3
14 P to Q Kt 4	14 P to Q R 3
15 B to Q Kt 2 (*d*)	15 Q to K R 5
16 P to K Kt 3	16 Q to K Kt 4
17 K to Kt 2	17 P to K R 4
18 P to K R 4	18 Q to K R 3
19 R to K R sq	19 Castles (Q R)
20 P to Q Kt 5	20 P takes P
21 B takes P	21 Kt to K 2
22 P to Q R 4 (*e*)	22 P to Q B 3 (*f*)
23 B to Q B 4	23 B to Q B 2
24 P to Q R 5	24 P to K Kt 4
25 Q to Q Kt 3	25 P to K Kt 5 (*g*)
26 B to K 6 ch	26 K to Kt sq
27 K R to Q Kt sq	27 Kt to Q 4
28 B to Q B 3 (*h*)	28 B to Q Kt 3
29 B takes Kt	29 P takes B (*i*)
30 P takes B	30 Q to Q B 3
31 B to K sq (*k*)	31 Q to Q B 5 (*l*)
32 Q to Q R 3	

And Black resigned (*m*)

Notes by A. B. Skipworth.

(*a*) P to K 3, is better in openings of this description.

(*b*) According to the English Handbook, p. 385, White would now be considered to have an advantage in position, and I believe that view will be generally endorsed.

(*c*)

	If 8 B to K B 2
9 P takes P	9 Kt takes P
10 Q Kt takes Kt	10 B takes Kt

And White cannot advantageously check at K R 5, for if

11 Q to K R 5 ch	11 P to K Kt 3
12 Kt takes P	12 B to K B 2, &c.

(*d*) At the first glance this appeared to be the correct play, but it was not the best move. The Bishop now blocks the Queen's Knight's file, which it was important to keep open, for Black must castle apparently on the Queen's side, if he castles at all. Besides, Black now threatens an attack on the King's side, which is best answered by an effective counter attack on the other side.

(*e*) This move was only made after long and careful examination, and it enables White, I think, to be just first in attack, or at all events, in all variations to come out of the way, at least on given terms. All sorts of ugly contingencies had to be guarded against, for Black threatened to open the King's Knight's file, when a bold sacrifice of Bishop or Rook might, under favourable circumstances, have been successful.

(*f*) This is rather helping White to clear the Knight's file, now blocked by two Bishops. On the other hand, P to K Kt 4 would have been answered by P to Q R 5. It is difficult to find a satisfactory move for Black; he has just not time for several tempting lines of attack.

(*g*) This makes White's King quite safe, and White can now give his opponent undivided attention.

(*h*) At last White has time and opportunity for moving the Bishop out of the way.

(*i*) R takes B was probably better, but nothing could now save the game.

(*k*) Preventing the escape of Black's King (for if 31 K to B sq, 32 R to Q B sq, &c.) and preparing to win his Queen should he make the apparently intended move Q to Q B 5.

(*l*) If 31 R to Q B sq, White mates by 32 R to Q R 8 ch, &c.

(*m*) For he must lose his Queen for a Rook. The *modus operandi* is left to the reader.†

Mr Biggs, we believe, is only a young player, and great credit is due to him for instituting an attack so nearly capable of success.

	†32 Q to Q R 3
33 Q to Q Kt 2*	33 Q to Q B 5 (A)
34 R to Q B sq	34 Q to Q 6
35 R to Q R 3 winning Q.	

(A) if 33 Q to Q 6

34 R to Q R 3	34 Q to Q B 5
35 Q to Q R sq, &c., or	
35 R to Q B sq, &c.	

*33 Q to K 7 equally wins.

Game 34.

We give this game chiefly on account of its interesting conclusion.

(Ruy Lopez).

White (Mrs Creagh).	Black (C. E. Ranken).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 Kt to Q 5
4 Kt takes Kt	4 P takes Kt
5 Castles	5 P to Q B 3
6 B to B 4	6 Kt to B 3
7 P to Q 3	7 B to K 2 (*a*)
8 P to K 5	8 Kt to Kt sq
9 Q to B 3	9 P to B 3
10 P to B 3 (*b*)	10 P to Q 4
11 K P takes B P (*c*)	11 Kt takes P
12 B to Kt 3	12 Castles
13 Q to K 2	13 B to Q 3
14 P to K R 3	14 B to B 2
15 B to Kt 5	15 Q to Q 3
16 P to K B 4	16 B to B 4 (*d*)
17 P takes P	17 Q R to K sq
18 Q to Q 2	18 P to K R 3 (*e*)
19 B takes Kt	19 R takes B
20 Kt to B 3	20 P to K Kt 4
21 P to Kt 4	21 P takes P (*f*)
22 P takes B	22 R takes P

23 R to B 3	23 R to K 6
24 Kt to K 4 (*g*)	24 R takes R (*h*)
25 Kt takes Q	25 B takes Kt
26 K to Kt 2 (*i*)	26 Q R to Kt 6 ch
27 K to B 2	27 K R to Kt 4
28 Q to K sq (*k*)	28 R to Kt 7 ch
29 K to B sq	29 R to Kt 8 ch
30 K to B 2	30 K R to Kt 7 ch
31 K to B 3	31 R takes Q
32 R takes R	32 R to Kt 6 ch
33 K to B 2	33 K to B 2 (*l*)

And Black wins.

Notes.

(*a*) A piece of carelessness which ought to have cost more than it did; P to Q 3 was of course the proper move.

(*b*) Mrs C. does not follow up her advantage correctly; she should have taken Kt with B, and then checked at R 5.

(*c*) P takes P in passing was much stronger play; the move made gives Black the attack and the best position.

(*d*) B to Q 2 would perhaps have been better.

(*e*) Kt to R 4 seems more forcible, *e.g.*:—

		18 Kt to R 4
(If)	19 P to Kt 4	19 P to K R 3
	20 B to K R 4	20 B takes Kt P
	21 P takes B	21 Kt takes P

With a winning game.

(*f*) Perhaps not strictly sound, but the only apparent way to keep up an attack.

(*g*) Q R to K B sq was the right play, yet the move actually made seemed safe enough.

(*h*) After much examination, we believe this sacrifice to be perfectly sound. Had White in reply checked with his Q at Kt 2, Black would have interposed the R at Kt 4.

(*i*) There appears no means of avoiding the loss of either the Rook or Queen in exchange for Rook. Had she played K to R 2, the answer would have been R to K 6.

(*k*) We should prefer R to K R sq.

(*l*) White must obviously lose the doubled Pawns or the K R P, and then Black's two passed Pawns cannot be stopped.

Game 35.

(*Four Kts. Game*).

White (C. E. Ranken):	Black (E. Thorold).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 Kt to B 3	3 Kt to B 3
4 B to Kt 5	4 B to B 4
5 Kt takes P	5 B takes P ch
6 K takes B	6 Kt takes Kt

7 P to K R 3 (*a*)	7 Kt takes P ch (*b*)
8 Kt takes Kt	8 Q to R 5 (ch)
9 P to Kt 3 (*c*)	9 Q takes Kt
10 P to Q 4	10 Q to B 4 ch
11 B to B 4	11 Kt to Kt 3
12 B to Q 3	12 Q to K B 3
13 R to K sq ch	13 K to Q sq
14 B takes Kt	14 R P takes B
15 K to Kt 2	15 Q to K B 4
16 P to K R 4	16 P to Q 3
17 Q to K 2	17 B to K 3
18 P to Q B 4	18 P to Q 4 (*d*)
19 Q to K 5	19 Q takes Q
20 R takes Q (*e*)	20 P to Q B 3
21 P takes P	21 P takes P (*f*)
22 R to Q B sq	22 R to Q B sq
23 R takes R ch	23 K takes R
24 R to K sq	24 K to Q 2
25 R to Q B sq	25 R to Q B sq
26 R takes R	26 K takes R

And the game was drawn.

Notes.

(*a*) Unnecessary and weak; there was no danger in the check of the Kt at Kt 5. He should have therefore played P to Q 4 at once.

(*b*) Quite in Mr Thorold's style, and also, we believe, quite sound.

(*c*) Had White played K to K 3, Black could have recovered his Piece by P to Q B 3, with an overwhelming attack.

(*d*) R takes R P was very tempting, and we rather wonder Mr Thorold did not adopt that course.

(*e*) Retaking with B was better; this ought to have lost a pawn.

(*f*) We should prefer B takes P ch, to keep the Pawns united; but the game must anyhow end in a draw with proper play.

Game 36.

Game Played at the Leeds Club Meeting on February 1st, 1877, between Master Jackson, 13 years of age, and Mr Earnshaw, one of the strongest Yorkshire players.

(Giuoco Piano).

Black (Master H. Jackson).	White (Mr Earnshaw).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 Kt to K B 3
4 P to Q 3 (*a*)	4 P to K R 3 (*b*)
5 Castles	5 B to Q B 4
6 Q Kt to B 3	6 P to Q 3
7 P to K R 3	7 Castles
8 Q Kt to K 2	8 Q Kt to K 2
9 Q Kt to K Kt 3	9 Q Kt to K Kt 3

10 P to Q B 3	10 B to Q Kt 3
11 Q to Q Kt 3 (*c*)	11 Q to K 2
12 B to K 3	12 B to Q 2 (*d*)
13 P to Q R 4	13 B to B 3
14 Kt to K B 5	14 Q to K sq (*e*)
15 Kt takes R P ch	15 P takes Kt
16 B takes R P	16 Kt to R 2
17 Kt to R 2 (*f*)	17 P to Q R 4
18 Kt to Kt 4	18 Q to K 2
19 B takes R	19 R takes B (*g*)
20 Kt to R 6 ch	20 K to R sq
21 B takes K B P (*h*)	21 Kt to K B 5
22 B to Q B 4	22 Q to K Kt 4
23 Kt to Kt 4	23 Kt to K B 3 (*i*)
24 B to K 6	24 P to Q 4
25 B to B 5	25 P takes P
26 P takes P	26 Kt takes Kt (*k*)
27 B takes Kt	27 B takes K P
28 K to R 2	28 Kt takes Kt P
29 P to K B 3	29 Q to Q 7 (*l*)
30 Q to Q sq	30 Q takes Kt P
31 P takes B	31 Kt to B 5 dis ch (*m*)
32 B to K 2	

And the game was left unfinished.

Notes.

(*a*) Leading to what has been styled the Giuoco Pianissimo; Kt to Kt 5, or P to Q 4 is the bolder and more usual course.

(*b*) The best players condemn this move in such positions as weakening the King's flank, for it is easy, if the Kt be pinned, to prevent the adverse Kt coming to Q 5 with any effect.

(*c*) Though this move turns out well for Black, it was taking the Q too far away from the K side, and should have been answered by Kt to R 2, followed by Kt to R 5; or White's reply might simply have been P to Q B 3.

(*d*) By no means the best line of action; he cannot now play P to Q B 3, but he might still threaten an awkward attack on the K's quarters by the course indicated in the last note.

(*e*) Q to Q 2 was much better.

(*f*) We suppose both players overlooked that Black could here win a piece by P to R 5.

(*g*) He ought, of course, to have re-taken with K.

(*h*) This capture turns out disastrously for Black, chiefly on account of the position of his Q, and the exposure to attack of his left wing.

(*i*) B to Q 2 was still stronger.

(*k*) Taking K P with B or Kt seems yet more decisive.

(*l*) Kt to K 6 was the correct move, for had Black now played 30 Q R to Q sq, the following was a probable continuation:—

	29 Q to Q 7
30 Q R to Q sq	30 Kt to K 6 ch
31 R takes Q	31 Kt takes R ch
32 K to Kt 2	32 Kt takes R

33 Q to K 6, and Black will at least be able to draw the game.

(*m*) White could at once win by the discovered ch at K 6, yet even as he played it, he gives Black no chance of escape, *e.g.*:—

	31 Kt to B 5 ch
32 B to K 2	32 R to K Kt sq
33 R to K sq	33 B to B 7
34 R to K B sq, or *	34 B to Kt 6 ch and wins.
*34 R to Q Kt sq	34 Q takes B P and wins.

GAME 37.

Between Rev. F. R. Drew, of Malvern College, and a member of the Cheltenham Chess Club.

(*King's Gambit Refused*).

WHITE (Rev. F. R. Drew).	BLACK (Mr B. L.)
1 P to K 4	1 P to K 4
2 P to K B 4	2 P to Q 4
3 K P takes P	3 Q retakes
4 Kt to Q B 3	4 Q to K 3
5 Kt to K B 3	5 P takes P dis ch (*a*)
6 K to B 2	6 Kt to K B 3 (*b*)
7 B to Q Kt 5 ch	7 K to Q sq
8 R to K sq	8 Q to Kt 3 ch
9 P to Q 4	9 Kt to Kt 5 ch
10 K to Kt sq	10 B to Q 3
11 Kt to K Kt 5 (*c*)	11 Kt to K R 3
12 K to R sq	12 P to Q B 3
13 B to Q B 4	13 Q to B 2
14 P to Q 5	14 P to Q B 4
15 Kt to Q Kt 5	15 Q to Q 2
16 Q to K 2 (*d*)	16 P to Q R 3
17 Kt takes B	17 Q retakes
18 B takes B P	18 Q to K B 3
19 Kt takes K R P (*e*)	19 B to K Kt 5
20 Q to K 4, and wins (*f*)	

Notes.

(*a*) Had he played P to K 5, White would have advanced his Kt to K 5, with a splendid attack.

(*b*) B to K 2 is the only safe move here.

(*c*) Q to K 2 would be a stronger continuation. If, now, Black play Kt to K B 3 [or Q B 3], or Kt to K 6, White replies with Kt to Q 5, winning the Queen; and if P to Q B 3, White takes P with Q B, having a winning position. Black's best move, therefore, is B to Q 2, to which White can answer B takes B, followed by Q B takes P as before; for if B take B, the attack gained by Q to K 7 ch must win.

(*d*) With an object which Black fails to see.

(*e*) Winning at least a piece; for suppose,

	19 B to Kt 5
20 Q to K 4	20 Q to Q Kt 3
21 Kt to B 8	21 B to Q 2, or *
22 Q to K 7 ch	22 K moves
23 B takes Q Kt and wins.	

	* 21 K to B sq
22 B takes K Kt	22 Q takes B
	[If 22 P to K B 4
22 Q to K 8 ch	23 Q to Q sq
23 B to Kt 5, &c.]	
23 Q takes B	23 K to Q sq (best)
24 R to K 8 ch	24 K takes R
25 Q to B 8 ch	25 K to K 2
26 R to K sq ch	26 K to B 3
27 Q to Q 8 ch, and wins.	

(*f*) This little game is capitally finished off by Mr Drew.

GAME 38.

In Mr Archdall's Correspondence Tourney.

Game between William Nash, St. Neots, and Arch. K. Murray, Glasgow.

(Philidor's Defence).

WHITE (Wm. Nash).	BLACK (Arch. K. Murray).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 P to Q 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 P to Q B 4 (A)
5 B to Q Kt 5 ch	5 Kt to Q 2
6 Kt to K B 3 (B)	6 P to Q R 3
7 B to Q B 4	7 P to K R 3
8 Kt to Q B 3	8 P to Q Kt 4 (a)
9 B takes P ch (b)	9 K takes B
10 Q to Q 5 ch	10 K to K sq
11 Q takes R	11 Kt to Q Kt 3
12 Q to R 7 (c)	12 Kt to K 2
13 Kt to Q 5 (c)	13 K Kt takes Kt
14 P takes Kt	14 B to K 2
15 B to Q 2	15 Kt takes P
16 Cas. Q R	16 Kt to K B 3
17 K R to K sq (d)	17 R to B sq (e)
18 B to R 5	18 Q to Q 2
19 B to B 7	19 P to Q 4
20 Kt to K 5	20 Q to B 4
21 B to Q 8 (D)	21 Q to Kt 4 ch
22 P to K B 4	22 Q takes P ch
23 K to Kt sq	23 Kt to Q 2
24 Kt to Kt 6	24 Resigns

If he play Q to B 3, White replies with 25 $\frac{\text{Q B 7}}{}$ or if 24 $\frac{\text{Q Kt sq}}{}$ 25 $\frac{\text{B to B 7}}{}$

Notes by Mr Nash.

(a) This must either have been an oversight, or made under the impression that White could not safely win the exchange.

(b) Better than playing the Q to Q 5 at once.

(c) White's only move to save his Queen.
(d) White's attack is now almost irresistible.
(e) K to B 2 was probably the best reply here.

Notes by the Editor.

(A) Not good play, as it leaves the Q P weak.
(B) Kt to B 5 is better.
(C) Q to B 6 ch, and if B covers, Q to Kt 7 would gain more time.
(D) Prettily played.

CHESS INTELLIGENCE.

*** SECRETARIES OF CLUBS AND OTHERS *are invited to assist us in making our record of the month's doings as complete as possible.*

From *La Strategie* we learn that the second match between MM. Bezkrowny and Camille Morel has been suspended, M. Bezkrowny having been unexpectedly obliged to return for some months to Russia.

A match, which excites a lively interest, is now being played at the Café de la Régence between MM. Chamier and Maczuski. The stake is 200 fr., and the victory will belong to the player who first wins 7 games, draws not counting. By our last intelligence M. Maczuski had won 5 games, M. Chamier 4, and 1 was drawn.

In the Italian *Nuova Rivista* for March we find the advertisement of a Chess Almanac for the present year, and a letter from Signor Abela of Malaga, proposing the publication of a Chess Album, containing photographs of the most illustrious players and composers of all nationalities. The March number has also the continuation of M. Dubois' analysis of the Salvio gambit, together with three illustrative games.

In the Danish magazine *Nordisk Skaktidende* for February, we find a useful article for beginners on the Two Knights Opening by the editor, Lieut. Sörensen.

The American *Dubuque Chess Journal* has been revived by its former editor, Mr O. A. Brownson. We wish it all success.

The Chess column of the *Cleveland (Ohio) Leader*, has been transferred by its editor Mr M'Kim, to the *Sunday Morning Voice*. In the first issue appeared a Chess poem of no ordinary merit, which by-and-bye we hope to reprint.

The *Lebanon* (Tennessee) *Herald* puts forth a prospectus of another Problem Tourney, and offers prizes as follows:—

1. For the best set of two problems in two moves, one to be a direct mate, and the other a suimate—ten dollars in gold.
2. For the best direct mate problem in any set—five dollars in gold.
3. For the best suimate problem in any set—five dollars in gold.

Each problem must be original, and hitherto unpublished, and must be accurately inscribed on a diagram, with the solution on the reverse side. Each set to be designated by a motto, and accompanied by a sealed envelope superscribed with the motto, and containing within the author's name and address. Every composer may submit as many sets as he pleases, but each set must bear a different motto. The competition is open to all the world, and the competing problems must reach the Editor, Lebanon, Tenn., U. S. A., on or before September 1st next.

CHESS MATCH IN GLASGOW.—On Wednesday evening, March 21, a return match was played between the Queen's Park Chess Club and the Central Club and Institute, in the rooms of the latter, at 34 Trongate. A spirited and interesting contest of four hours' duration resulted in a second success for the Central representatives. Each team consisted of eleven players, the following being the aggregate scores:—Central, 10; Queen's Park, 6; games drawn, 3.—*Glasgow News.*

The Huddersfield College Magazine for March has an able article by Mr Paul Taylor on two-move problems, criticizing favourably the two-movers in Messrs. Pierce's collection.

The Newcastle and Gateshead Chess Club recently held its Annual Dinner at the Royal Exchange Hotel, Grey Street. Mr William Mitcheson, President, occupied the chair, and Mr George Newton, the Vice-President, the vice-chair. On the removal of the cloth, "The Health of Her Majesty the Queen" was loyally drunk, and the Rev. T. H. Archdall proceeded to propose "The President of the Club, the Right Hon. the Earl of Ravensworth," regretting that considerations of health prevented his lordship from coming amongst them. After a brief reference to the president's distinguished career as a politician, a scholar, and a poet, the speaker alluded in highly appreciative terms to his lordship's abilities as a chess-player. The toast was drunk with all honours. The Chairman next proposed "Prosperity to the Newcastle and Gateshead Chess Club," associating the name of Mr F. Woodmass, the Hon. Secretary, stating that a large measure of the success of the Club was owing to his exertions. Mr Woodmass, in reply, said that though he accepted with reluctance the onerous duties the Secretaryship entailed, he had been deeply gratified by the cordial appreciation and hearty assistance of the members of the club. He concluded by proposing the health of his predecessor in office, Mr Davidson. Mr Davidson, in responding, congratulated the club on its continued prosperity, and regretted that his removal to Morpeth prevented him from attending its meetings more frequently. Other toasts followed, Mr J. K. Smith and Mr Waddington enlivening the intervals with songs.

Persons acquainted with the literature of chess, and who remember the account of games said to have been played in the Middle Ages with living chessmen, will be interested to know that Lord Lytton recently revived this amusement in India. During his visit to Mooltan his lordship, after receiving and replying to an address from the municipality of the city, engaged "in a novel game of chess with Colonel Millett. The chessboard, if such a term may be allowed to a carpet of red and white calico with checkers a yard square, having been spread in front of the hall, chessmen—men and boys—dressed in opposing red and white uniforms appropriate to the various pieces, were marched in and took their places. Then by word of command each piece moved to the square indicated, and a very lively game ensued, ending in an easy victory for the Viceroy." An Emperor of Morocco, who once indulged in a similar amusement, is said to have added a terrible realism to the game by causing all the pieces taken during its progress to be beheaded.

The routine of emulation in which chess-players are apt to become absorbed in the pursuit of their favourite pastime was agreeably varied on Tuesday, February 13th, by an event that, although it bore no relation to the game of chess, either in theory or practice, had a special interest for the worshippers of Caissa. On that evening the metropolitan chess clubs were deserted, and even Simpson's Divan, the chief temple of the Thracian goddess, mourned the absence of the faithful. All the leading chess-players of the metropolis were on that evening to be found at the Quebec Institute, Portman-square, the

attraction being the appearance of the Rev. Mr Macdonnell, one of our strongest amateurs of chess, in the character of a dramatic reader. Mr Macdonnell's entertainment comprised selections from the works of Shakespeare, Jerrold, Tennyson, Dickens, and Barham, and the applause that followed the rendering of a varied programme was a well-deserved tribute to the reader's remarkable versatility. Without usurping the functions of a dramatic critic, we may be permitted to say that the most effective selections were the murder scene from *Macbeth* and that of the gravediggers from *Hamlet*. Mr Macdonnell possesses a voice of singular power and compass, and a vein of humour as well as sensibility that should command success in the career upon which he is about to enter.—*Land and Water.*

A match has been arranged between Messrs. Blackburne and Zukertort, to take place early in May next, but the details are not yet settled.

The result of the Universities' Match reaches us as we go to press. Score —Oxford, 8; Cambridge, 2, drawn 2. Full particulars next month.

On February, 21st, a friendly match was played at Oxford between old and present members of the University Club. The match terminated in a drawn battle, and the following was the pairing and score:—

Old.		Present.	
Rev. C. E. Ranken	1	W. Grundy, Esq.	0
Rev. J. Coker	2½	W. Oswald, Esq.	0½
Dr. Haynes	0	C. Tracey, Esq.	2
Rev. C. Coker	0½	W. M. Gattie, Esq.	1½
— Dewar, Esq.	1	F. M. Wright, Esq.	1
Total,	5	Total,	5

Bristol.—On Wednesday, the 28th February, the return match between the members of the Young Men's Christian Association, and the Bristol and Clifton Chess Clubs, was played at the "Fine Arts Academy" Clifton, the former receiving as before the odds of the Queen's Knight. Each Club was represented by nine of its players, opponents being changed after each game.

The Association members, in consequence of the practice afforded them by their tournament, appear to have gained considerable strength, and on this occasion achieved a victory as below:—

Clifton.			Association.		
Mr W. Berry	0.0.	0	Mr H. S. Bunce	1.1.1.	3
„ Buckle	0.1.0.	1	„ W. Hall	1.	1
„ Cross	0.	0	„ C. E. Holt	0.0.1.0.1.	2
„ G. Harding	1.0.1.	2	„ K. Hunt	1.1.1.	3
„ Horler	0.1.0.	1	„ O. Hunt	1.1.1.	3
„ Newton	1.0.	1	„ T. Hunt	1.1.1.	3
„ E. Prosser	0.0.0.0.0.1.0.	1	„ S. T. Gey	1.0.1.	2
„ Tibbits	0.1.	1	„ R. Pullin	0.0.0.	0
„ W. Tribe	0.0.0.	0	„ G. Templar	1.1.	2
Total,		7	Total,		19

NOTICES TO CORRESPONDENTS.

Games received with thanks from E. T., Bath; G. B. F., Dundee; J. W., Huddersfield; T. B., Clevedon; T. H. A., Gateshead; F. R. D., Malvern; W. T. P., Roehampton; T. C. S., Ewell; G. H. D. G., Colchester.

G. W., Brighton. We are obliged for the enclosures from India, and will see that the *C. P. C.* is duly forwarded.

Editor, *Lebanon Tenn. Herald.*—We will gladly continue the exchange, and have ordered the January number to be sent you.

Editor, *St. Louis Democrat.*—Thanks for the copy of your paper with Chess column. Do you wish an exchange?

Lieut. S., *Nordisk Skaktidende.*—Our best acknowledgments for your complimentary notice and good wishes. Your March number not yet received. What day of the month do you publish?

F. W. D., Blairgowrie.—Not of sufficient general interest for publication.

Mrs C., Dublin.—Your lines are capital, and shall appear. Thanks for your exertions on our behalf in Ireland.

Compilatorè della *Nuova Rivista.*—We replied by Post-card. Have you received the missing numbers?

O. A. B., Dubuque.—We received your March number, and will gladly make exchange. Have any previous numbers been issued?

PROBLEMS.—F. W. Davis has solved Nos. 17, 18, 19; S. A. Sillem, No. 17; W. Furnival, Nos. 17, 18, 19, 20, 21, 22, 24; "Zeus," Nos. 9, 10, 12, 13, 14, 16, 17, 18, 19, 20, 21, 22, 23; "Cant," Nos. 17, 18, 19, 20, 21, 22, 23, 24; J. Thursby, Nos. 17, 18, 19; Emile Frau, Nos. 17, 18, 19, 20, 21; "Sigma," Nos. 17, 18, 19, 21, 22; H. Blanchard, Nos. 17, 18, 19, 20, 21, 22, 23, 24; Sergt.-Major M'Arthur, Nos. 17, 18, 19, 20, 21, 22, 23; W. Johnstone, Nos. 17, 18, 19, 21, 23.

Problems received with thanks from H. Blanchard, W. Furnival, D. Dailly, Sergt.-Major M'Arthur, C. W. of Sunbury; J. Pierce, G. J. Slater, and G. E. Barbier.

W. F.—Your four-mover can be solved by—1 $\frac{\text{Q to R 6}}{\text{Q to K 6,}}$ 2 $\frac{\text{Kt takes P disch.}}{\text{P interp.,}}$ 3 $\frac{\text{Q takes P ch}}{\text{\&c., \&c.}}$ We hope you will amend this, as, in other respects, the problem is an excellent one.

C. W., Indore.—We are glad to hear from you, and are much obliged for the problems. No. 1 can be solved by Kt to K 3 ch, and the No. 3 of those we latterly received is unsolvable, as Black can reply Kt to B 6.

"Zeus."—You will see from the solution how you all but solved No. 24.

E. F., Lyons.—Thanks for your letter. We are pleased to hear that the Magazine is approved of by your friends.

W. M'A.—Letter received. Your revised position is not correct, for P to B 7, then P Queens solves. The other problem seems sound and good.

"Sigma."—Problem No. 20—Black on his second move need not capture the Knight. Problem No. 23—Instead of Black on his second move playing Kt to R 6, he moves his King.

SOLUTIONS OF PROBLEMS.

	WHITE.	BLACK.
No. XVII.—	1 Q to Kt 8	

[A White Pawn at Queen's seventh square has been omitted. This would prevent a solution by K Kt 2].

No. XVIII.—	1 Q takes P	
No. XIX.—	1 Q to Q Kt 8	1 K takes Kt
	2 Q to Kt 6	2 Anything
	3 Q mates	
		1 P takes Kt
	2 Q to R 7	2 Anything
	3 Q mates *	

[* The author of this problem informs us that there should be a White Pawn on Q B 6 square].

No. XX.—1 Q to Q 8 — 1 K takes B
2 K to K 6 — 2 K moves
3 Q mates

1 K takes Kt or moves
2 Q to Kt 6 — 2 Anything
3 Q mates

No. XXI.—1 R to Q Kt 8 — 1 K takes R
2 B to R 4 ch — 2 K to Q 3
3 R mates

1 Kt to B 4 ch
2 R takes Kt — 2 Anything
3 R mates

1 Kt to B 7 ch
2 K to Q 5 — 2 Anything
3 B dis ch mate

No. XXII.—1 R to K 4 — 1 K takes R
2 B to Q 3 ch — 2 K takes B
3 Kt mates

1 Any other
2 B to Q 3 — 2 Anything
3 R to K B 4 double ch mate

No. XXIII.—1 Q to K R 3 — 1 P to B 7
2 B takes Q R P — 2 K to Kt 8
3 Q to R 8 — 3 K to B 8
4 Q mates

No. XXIV.—1 K to Kt 8 — 1 Q to B 4
2 Kt to Kt 7 — 2 Q to Q 3, or (A)
3 P to Kt 6 — 3 P takes P, or (1)
4 P to B 7 — 4 R takes B P
5 Kt to Q 8 ch — 5 Q takes Kt
6 P takes Q, becoming a Kt mate

(1) 3 P to Kt 6, or (2)
4 P takes P — 4 Q to Kt 5
5 Q to R 7 ch — 5 K moves
6 Mate accordingly

(2) 3 P to K 5
4 P takes P — 4 P to K 4
5 Kt to Q 8 ch — 5 Q takes Kt
6 P takes Q, becoming a Kt mate

(A) 2 Q to Kt 3
3 K to R 8 — 3 Q to R 4 ch, or (1)
4 Kt takes Q — 4 Anything
5 Kt to Kt 7 — 5 Anything
6 Kt mates

(1) 3 Q takes Kt ch
4 P takes Q — 4 Anything
5 P Queens — 5 Anything
6 Mate accordingly

☞ All communications intended for this Magazine should be addressed to the Editor, St. Ronan's, Malvern, or if for the Problem Department, to J. Crum, Esq., 16 Bothwell Street, Glasgow.

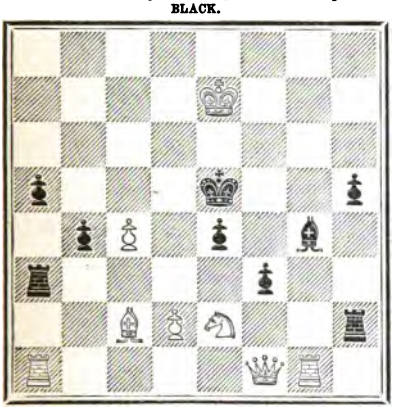
We shall be glad to acknowledge any Solutions of Problems which we may receive before the 20th of each month.

PROBLEMS.

Under the supervision of JOHN CRUM, 16 *Bothwell Street, Glasgow, to whom all Communications connected with Problems, Solutions, &c., should be addressed.*

No. 25.—By C. W., of Sunbury.

BLACK.

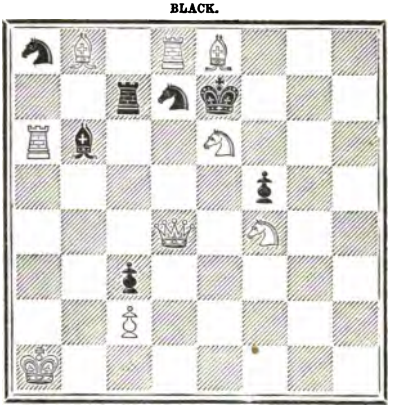


WHITE.

White to play and mate in two moves.

No. 26.—By W. T. PIERCE.

BLACK.

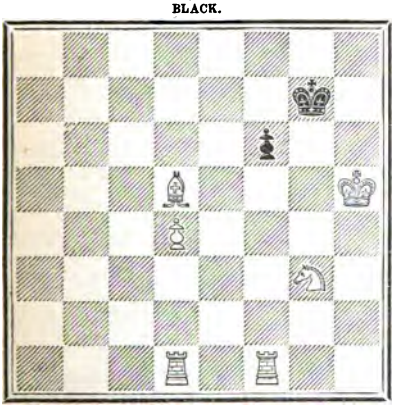


WHITE.

White to play and mate in two moves.

No. 27.—By D. DAILLY.

BLACK.



WHITE.

White to play and mate in three moves.

No. 28.—By H. BLANCHARD.

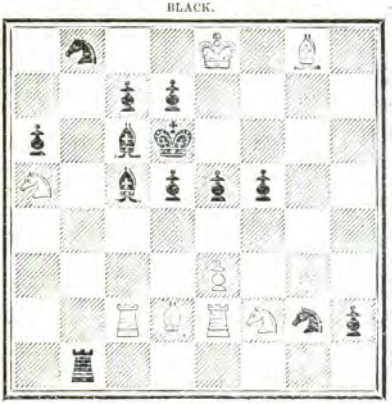
BLACK

WHITE.

White to play and mate in three moves.

No. 29.—By J. PIERCE, M.A.

BLACK.



WHITE.

White to play and mate in four moves.

From the "Schachzeitung."

No. 30.—By G. MEHRTENS.

BLACK.

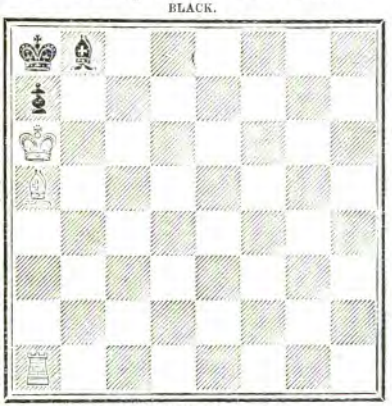
WHITE.

White to play and mate in four moves.

Select Reprint.

No. 31.—By the late Herr KLING.

BLACK.



WHITE.

White to play and mate in four moves.

No. 32.—By G. E. BARBIER.

BLACK.

WHITE.

White to play and mate in four moves.

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Vol. I.] MAY, 1877. [No. 5.

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REV. A. B. SKIDSWORTH. | J. CRUM, ESQ.

END GAME PROBLEM

BY
W. T. PIERCE.

BLACK.

WHITE.

Black to play and White to win.

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*** *All communications for this Magazine to be addressed to the* Rev. C. E. RANKEN, *St Ronan's, Malvern, Worcestershire, except those for the Problem department, which should be sent to J. Crum, Esq.*, 16 *Bothwell St., Glasgow.*

The Chess Player's Chronicle.

1st MAY, 1877.

REVIEW.

ENCYCLOPÆDIA BRITANNICA. Ninth Edition. Art. "Chess," by W. N. Potter.

As each volume of the re-issue of the *Encyclopædia Britannica* has appeared, a notice, more or less cursory, of its principal contents has been given in the daily and weekly papers. But the multifarious nature of these contents makes it impossible for the opinion of the most versatile critic to be of much real weight, especially on subjects out of the common groove of literature and science. While, therefore, we were glad to see Mr Potter's article receive its due meed of praise, together with the adjoining articles on "Chemistry" and "Chinese," it seems to us right that the only periodical exclusively devoted to Chess should examine it from the chess player's point of view, rather than from that of the "general reader."

All Scotchmen, and probably most Englishmen, are aware that the *Encyclopædia Britannica* is, and has always been, "North British" as regards its editing and publishing. In the eighth, and we believe in some earlier editions, the article "Chess" was written by the late Mr James Donaldson, the distinguished Edinburgh player; and no one acquainted with the literary as well as the chess capacity of various Scottish players at the present day will doubt that more than one writer might have been found north of the Tweed upon whom Mr Donaldson's mantle might worthily have descended. But with a superiority to the claims of a narrow provincialism which reflects the highest credit

both on Messrs Black and their editor, the task was entrusted to Mr Potter, whose combination of the requisite knowledge with literary ability had already been proved by his conduct of the "City of London Chess Magazine." The result is a striking union of judiciously selected and closely compressed matter with vigour of style. In a few trenchant opening sentences Mr Potter, having defined chess as an intellectual pastime, puts its recreative force, or *vis medicatrix*, upon its true ground—effectually disposing of, without deigning to notice, the current objection that it is "too hard work for an amusement." The truth is that men of active minds require, as a change from the serious business of life, not mere rest but a new form of activity; and chess, from its absorbing demands on the imagination as well as on the reasoning faculties, possesses in a singular degree the power of taking a man out of himself, and not only giving fresh exercise to his intellect, but relieving him from care and worry.

Mr Potter has some judicious remarks, in opposition to another prevailing notion, on the moderate expenditure of time required to form a chess player. We cannot, however, agree with him in recommending the aspirant to insist on playing upon even terms with superior players in preference to taking odds. The stronger player has a right to be considered as well as the weaker; and it is too much to expect him to expose his skill to the debilitating effect of playing at evens with one to whom he could yield large odds. As regards the learner himself, we believe that his chess qualities will be equally well developed by balancing material advantage against his necessarily inferior powers of combination, giving him always a chance of winning instead of a hopeless game, and gradually diminishing the odds as he approximates to his opponent's strength.

We next find an explanation of the moves of the different chessmen, and of the technical terms of the game. The laws of chess are not quoted at length; but the rival codes of the Praxis and the Association Rules of 1862 are both referred to, and the points of difference indicated. The English and German modes of notation are explained with great clearness; and Mr Potter then proceeds to give illustrative games, not attempting an analysis of the openings—which, however condensed, would necessarily, in

the present state of the science, be beyond the compass of an article—but selecting, with the cultivated judgment of one who is alike a master of theory and practice, such specimens of each opening as are really entitled to the authority of "leading cases." Thus, in the Bishop's Gambit, he gives the well-known drawn game between Zukertort and Steinitz. His example of the Ruy Lopez is singularly happy, showing how Black can, in one important branch of the attack, not only equalise the game, but prepare to open a counter-attack by the judicious advance of P to K B 3 when the adverse Pawn is at K 5. In the Salvio Gambit Mr Potter follows the latest authorities—Wormald and the posthumous work of Staunton. After the moves

1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 Kt to K B 3	3 P to K Kt 4
4 B to B 4	4 P to Kt 5
5 Kt to K 5	5 Q to R 5 (ch)
6 K to B sq	6 Kt to K R 3
7 P to Q 4	7 P to K B 6
8 Kt to Q B 3	

we feel inclined to demur to his conclusion that White will have a slight advantage; but if he errs, it is in good company.

Thus far Mr Potter gives openings only, not complete games; as specimens of games played out to the end, he selects Anderssen's brilliant Bishop's Gambit against Kieseritzky, played in 1851, and well-known through its place in the four last editions of the Handbuch, and a Philidor Defence in which Morphy wins of Barnes (Löwenthal's Morphy, p. 280). The choice of these games, and of half a dozen of the best problems, could hardly be improved.

In noticing the various theories as to the invention of Chess, Mr Potter treats with deserved contempt (and we are only sorry that he condescends to repeat it from former editions) the trash about Welsh and Araucanians, and "the brothers Lydo and Tyrrhene," the latter founded upon a much misunderstood passage in Herodotus. As regards the real origin of the game, he has had the advantage, denied to all his predecessors, of

633644 A

consulting the latest and best work, that of Van der Linde (Berlin, 1874). In the introduction to the last edition of the Handbuch, published early in 1874, and in the "Laws and Practice" of Mr Staunton, who died in June of that year, the conclusions adopted are those of Dr Duncan Forbes' work (1860). But Van der Linde's work had no sooner appeared, than Baron von der Lasa, in the *Schachzeitung* for September 1874, hastened to give in his adhesion to its views, which are now generally accepted as sounder, though less dogmatic, than those of Forbes. Mr Potter has here, as throughout his article, shown himself fully master of his subject. After a short notice of "Chess in early and medieval times," he proceeds to treat of the modern history of Chess, and under this head gives an account, with dates, of the principal players from the 16th century downwards, including the most important achievements of living masters. His reticence and good taste in treading on this delicate ground is worthy of all praise—and of imitation. Finally, under the head of the literature of the game, he passes in review the chief treatises and periodicals. He does full justice to Staunton, to whom he assigns "the most important share in creating the popularity which the game has achieved in this country." His statements of fact and his criticisms are in general alike accurate. We note one or two points which seem to us disputable. Comparing Philidor with Ponziani and the contemporary Italians, Mr Potter characterises the latter as finer in style but less accurate in analysis. To us, we must confess, the palm of accuracy seems to belong to the Italian school. There is scarcely one of Philidor's conclusions, if we except a few variations in the King's Knight's Gambit, which has not been set aside by subsequent criticism. His theses on the King's Bishop's Game, the King's Knight's Game, the Sicilian, and the end-game of Rook and Bishop against Rook, have all been proved erroneous. Ponziani's treatise, on the contrary (in the second and improved edition of 1782), seems to us the most practically useful work published until quite recent times. Both in openings and end-games much of what he has written still holds its ground, notwithstanding the different rules for Castling and *passar battaglia* which prevailed in Italy. We should also like to ask on what authority Jacobus de Cessolis, the medieval Latin writer on Chess,

is alluded to as (apparently) an Italian? The expression used is "Jacobus de Cessolis, otherwise Jacopo Dacciesole;" the correct Italian form would be "da Cesole," but Von der Lasa, who has devoted an elaborate article in the *Schachzeitung* to this writer, says expressly that he derived his name from the village of Cessoles in Picardy. Lastly, when we find the preceptor of Philidor, M. de Kermur Sieur de Légal, appearing as M. de *Kemur Sir* de Légal, we are inclined to attribute this confusion of the French *Sieur* and the English *Sir* to the printer rather than to Mr Potter.

W. W.

CHESS.

In this world of worry, and fever, and fret,
Where "manhood's a struggle, old age a regret,"
Where pleasure's invariably followed by pain,
And we seek for the fount of oblivion in vain,
The most potent Nepenthe, we all must confess,
For the troubles of life, is a good game of chess!

It is true, when asleep, we're oblivious of woe,
But we're not then *awake* to our pleasures, you know;
Whereas, when before us the chess-board is spread,
And when deeply engrossed by the game aforesaid,
We are keenly alive to the bliss of the present,
And happ'ly unconscious of all that's unpleasant!

Nay, more, while engaged in this strange mimic strife,
We are deaf to the din of the battle of life;
The real and actual vanish away,
Until nothing seems *earnest* excepting our *play;*
And little recks he of the perilous state
Of affairs, who has given his foe a checkmate!

'Tis a right *Kingly* game too, and one which no player
Can indulge in who does not play quite on the square!
'Tis *Episcopal* also, and—as they are few—
The Bishops in *it* have got plenty to do;
And the *Rook* is a bird of good omen, who springs
To the rescue when danger is threat'ning its wings.

And the gay, gallant *Knight*, with his wandering ways,
He reminds us of tourneys and "Knights and their days;"
Tho' he is not straightforward in action, what then?
He's the cleverest and the most dext'rous of men;
While the brave little *Pawns* in the front ranks are seen;
And the chess player's anthem is "God save the *Queen!*"

'Tis affirmed, as we know, that their time to employ
When not fighting, 'twas played by the heroes at Troy;
But then etymology points to the East,
And reveals that its cradle was rocked there at least,
As the terms for the most part are Persic, 'tis said,
And *Shâh* (check) means the King, and *mât* (mate) that he's dead.

But still none can tell when this game first arose,
And whom 'twas invented by nobody knows;
And as it 's thus shrouded in myst'ry sublime,
And all record's effaced by the thick mists of time,
We can only conclude that a thing so abstruse
Must, like Pallas, have sprung from the forehead of Zeus!

Besides, it requires so much science and skill,
Such judgment, acumen, and—what's better still—
It shows us (and this in each mind should sink deep),
If we want to succeed, we must look ere we leap!
In short, all that's needed for worldly success,
Is requisite too for a good game of chess!

No doubt there are some like the Blemmyes of old,
That African race who were headless, we're told,
And to them such a game is unsuited, of course;
But to *all* who are furnished with heads 'tis a source
Of pleasure perennial, where'er they may be,
And available both upon land and at sea.

And tho' it's now lit'rally hoary with years,
Its youth is immortal, and still it appears
As fresh and delightful, as if 'twere as new
As "The Chronicle," which has just made its *début*.
Then success to the latter! now taking its stand,
And let's hope that its days will be long in the land!

M. E. V. C.

GAME 39.

Select Reprints, No. III.—Transactions of the British Chess Association, 1868-9, p. 61.

(*Ruy Lopez*).

WHITE (Mr Wormald).	BLACK (Mr Wisker).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 P to Q 4 (*a*)	5 P takes P
6 P to K 5	6 Kt to K 5
7 Castles	7 B to K 2
8 R to K sq (*b*)	8 Kt to B 4
9 B takes Kt	9 Q P takes B

10 Kt takes P	10 Castles
11 Kt to Q B 3	11 R to K sq (*c*)
12 B to K 3	12 Kt to K 3
13 Kt takes Kt	13 B takes Kt
14 Q to K 2	14 P to K B 4
15 Q R to Q sq	15 Q to Q B sq
16 P to Q R 3	16 P to Q Kt 4
17 Q to K B 3	17 Q to Kt 2 (*d*)
18 Kt to K 2	18 P to K Kt 3
19 Kt to K B 4	19 K B to B sq
20 P to K R 4	20 Q B to B sq
21 Q to K Kt 3	21 B to K Kt 2
22 Kt takes Kt P (*e*)	22 P takes Kt
23 Q takes P, and wins.	

Notes (from Löwenthal) revised.

(*a*) P to Q 3 is now thought to yield a more lasting attack.

(*b*) We do not consider this a lost move, though it drives the Kt the way he would go,-as it retards the development of Black's game by P to K B 3. Compare the following from the *Handbuch* (last ed., p. 238) :—8 B takes Kt, 8 Q P takes B; 9 Kt takes P, 9 Castles; 10 B to K 3, 10 P to K B 3.

(*c*) Kt to K 3 is stronger. Black should keep the Rook where he is, and watch his opportunity for P to K B 3

(*d*) This and Black's previous moves do not tend to liberate his already embarrassed game.

(*e*) The most skilful way of obtaining victory.

Game 40.

Select Reprints, No. IV.—Tournament of 1851, p. 132.

(*Sicilian Opening*).

White (Mr Anderssen).	Black (Mr Wyvill).
1 P to K 4	1 P to Q B 4
2 B to Q B 4	2 Kt to Q B 3
3 Kt to Q B 3	3 P to K 3
4 P to Q 3	4 Kt to K 4 (*a*)
5 B to K B 4 (*b*)	5 Kt takes B
6 P takes Kt	6 P to Q R 3
7 Q to K 2	7 Kt to K 2
8 Castles	8 Kt to Kt 3
9 B to Kt 3	9 B to K 2
10 P to K B 4	10 Castles
11 P to B 5	11 B to K Kt 4 ch
12 K to Kt sq	12 P takes P
13 P takes P	13 R to K sq
14 Q to K Kt 4 (*c*)	14 Kt to K B sq
15 Kt to B 3	15 B to B 3
16 Kt to K 4	16 P to Q Kt 4
17 B to Q B 7 (*d*)	17 Q to K 2

18 Kt takes B (ch)	18 Q takes Kt
19 R to Q 6	19 Kt to K 3 (*e*)
20 P takes Kt	20 Q P takes P
21 K R to Q sq	21 B to Kt 2
22 R to Q 7	22 B to B 3
23 B to K 5	23 B takes Kt
24 Q to Kt 3 (*f*)	24 Q to Kt 3
25 Q takes B	25 P takes P (*g*)
26 Q takes Q R	

And Black resigned.

Notes (from Staunton) revised.

(*a*) Premature; Black should play 4 P to Q R 3, compelling White to reply with 5 P to Q R 4, and then 5 K Kt to K 2, threatening P to Q 4.

(*b*) White prefers doubling a Pawn to losing time by retreating the Bishop. He now, further, prevents P to Q 4, and secures a fine attack on the open Q file.

(*c*) The attack from this point is maintained by White with remarkable spirit and ingenuity.

(*d*) Cleverly conceived.

(*e*) The loss of a piece was inevitable. If he had retreated his Q, White would have won by playing P to K B 6.

(*f*) "Beautifully played all this," as Mr Staunton justly remarks. His ungrudging praise of Prof. Anderssen's play, on this and other occasions, stands in refreshing contrast to his notes on the games in which he was himself concerned.

(*g*) This last error mattered little, as the game is already lost.

Game 41.

[We present two of the best games of the University contest; the latter, with notes, being taken from the *Field*].

Played at St. George's Chess Club, March 22d, 1877.

(*Ruy Lopez*).

Cambridge.	Oxford.
White (Mr Gunston).	Black (Mr Tracey).
1 P to K 4	1 P to K 4
2 K to K B 3	2 Q Kt to B 3
3 B to Q Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to K B 3
5 P to Q 3	5 B to Q B 4 (*a*)
6 Castles	6 P to Q 3
7 B takes Kt ch (*b*)	7 P takes B
8 P to Q B 3	8 Q B to K Kt 5
9 Q B to K Kt 5	9 Castles
10 Q Kt to Q 2	10 Q to Q 2
11 Q Kt to Kt 3 (*c*)	11 B to Q Kt 3
12 B takes Kt	12 P takes B
13 R to K sq	13 K to R sq
14 P to Q 4	14 R to K Kt sq

15 Q to K 2 (*d*)	15 Q R to K sq (*e*)
16 Q R to Q sq	16 Q to K 3
17 K to R sq	17 R to K Kt 3
18 Q to K 3	18 Q R to K Kt sq
19 Kt to K R 4	19 R to K Kt 4
20 P to K B 3	20 R to K R 4 (*f*)
21 P to K Kt 3	21 B to K R 6
22 Q to K 2	22 R to K Kt 4 (*g*)
23 Q takes R P	23 P to K B 4
24 K P takes P (*h*)	24 B takes P
25 P to K B 4 (*i*)	25 Q to Q 4 ch
26 Kt to Kt 2	26 P takes B P (*k*)
27 P to Q B 4	27 Q to K B 6
28 R to K B sq	28 Q to K 7
29 Q R to K sq	29 Q to Q B 7
30 R takes P	30 B to R 6
31 Kt to K 3	31 Q to K Kt 3 (*l*)
32 R to Kt sq	32 Q to Q 6
33 Kt to Q sq (*m*)	33 B to Kt 5
34 Kt to K B 2	34 B to B 6 ch
35 R takes B	35 Q takes R ch
36 R to K Kt 2	36 R to K sq (*n*)
37 Kt to K R 3	37 R to K 8 ch
38 Kt to Kt sq	38 R to K B 4, and wins.

Notes.

(*a*) This move we believe is banned by modern authorities, but it was approved by Morphy and Löwenthal, and we much prefer it to P to Q 3.

(*b*) P to Q B 3 seems now to find more favour than taking off the Kt.

(*c*) We do not think this and the next move of White at all judicious; Q to Q B 2 would surely be a better mode of continuing the attack.

(*d*) Q to Q 3 is evidently better.

(*e*) R to Kt 3, with the object of doubling the Rooks, appears the proper continuation.

(*f*) This is unsafe, for White might have replied Q to B 2, winning a piece. Black would have done better, we believe, to have played, at move 17 P to K B 4 before doubling Rooks.

(*g*) It would be obviously bad policy to play R takes Kt, B to Kt 7 ch, &c.

(*h*) We should prefer taking with the Kt, and bringing back the Q, after the exchanges, to Q 3.

(*i*) Very dangerous; the right course was that indicated in the last note.

(*k*) B to R 6, before taking the P, would have given Black a decisive advantage speedily.

(*l*) Threatening R takes Kt P, and thus preventing White from playing P to Q B 5.

(*m*) Kt to B sq would have afforded White a much better chance of escape from his difficulties; the retreat to Q sq is immediately fatal.

(*n*) Good enough, but R takes Kt P is undeniably stronger play.

GAME 42.

(Bishop's Opening).

CAMBRIDGE. White (Mr J. N. Keynes, Fellow of Pembroke College).	OXFORD. Black (Hon. H. C. Plunkett).
1 P to K 4	1 P to K 4
2 K B to Q B 4	2 Kt to K B 3
3 P to K B 4	3 P to Q 4 (*a*)
4 P takes Q P	4 P takes P
5 P to Q 4	5 Kt takes P
6 Kt to K B 3	6 B to K Kt 5
7 K B takes Kt	7 Q takes B
8 Q B takes P	8 Kt to Q B 3
9 P to Q B 3	9 Castles
10 Castles	10 B to Q 3
11 B takes B	11 R takes B
12 R to K B 2 (*b*)	12 Q to K R 4 (*c*)
13 Q Kt to Q 2	13 K R to Q sq
14 Q to Q B 2	14 R to K R 3
15 Kt to K B sq	15 B takes Kt
16 R takes B	16 R fr Q sq to Q 3
17 R to K sq	17 R fr Q 3 to K B 3
18 R takes R	18 R takes R
19 Kt to K Kt 3	19 Q to Kt 3
20 Q takes Q	20 R takes Q (*d*)

Given up as drawn.

Notes.

(*a*) Black might also play here P takes P, and thus reduce the opening to the K B Gambit with Morphy's Defence; or else, Black may safely take the Kt P and face Falkbeer's ingenious attack in the following manner:—

	3 Kt takes P
4 P to Q 3	4 Q to R 5, ch
5 P to Kt 3	5 Kt takes P
6 Kt to K B 3	6 Q to R 4
7 R to Kt sq	

and here it was always assumed that Black must reply Kt to B 4; whereupon the first player proceeds with 8 R to Kt 5, followed, on the Q moving to R 6, by 9 B takes P ch, and 10 R to R 5, if the B be taken; but all this is preventable by

	7 P to Q 4
8 B takes P	8 P takes P

attacking the B, with a P ahead and a good game.

(*b*) In the early stage of the game new pieces ought to be brought out as much as possible, and there seems to have been nothing to say against Q Kt to Q 2.

(*c*) Black's attack, initiated now against the hostile K side, turns out quite useless. We believe he might have obtained the best of the game by trying to double the Rooks on the open K file.

(*d*) White had a slight superiority of position, but, as proved by subsequent examination, quite insufficent to win by proper play; and there was hardly any chance of his advantage being increased, as the situation was a simple one, and no mistake was likely to occur.

GAME 43.

Game played in the Edinburgh Club, 23d March, 1874.

(Steinitz Gambit).

WHITE (G. B. Fraser).	BLACK (Dr Fraser).
1 P to K 4	1 P to K 4
2 Q Kt to B 3	2 Q Kt to B 3
3 P to K B 4	3 P takes P
4 P to Q 4	4 Q to K R 5 ch
5 K to K 2	5 P to Q Kt 3
6 P to Q R 4 (*a*)	6 B to Q R 3 ch
7 Kt to Kt 5	7 Castles (*b*)
8 Kt to K B 3	8 Q to K Kt 5 (*c*)
9 K to B 2	9 Kt to K B 3
10 Kt takes R P ch (*d*)	10 K to Kt 2
11 B takes B ch	11 K takes Kt
12 P to Q R 5	12 Kt takes K P ch
13 K to B sq	13 K takes B
14 P takes P dis ch	14 K takes P
15 Q to Q 3	15 Kt to Q R 4
16 Q takes Kt	16 Q to K 3
17 Kt to K 5	17 B to Q Kt 5 (*e*) *
18 P to Q 5	18 Q to K 2
19 P to Q 6	19 B takes P (*f*)
20 R takes Q Kt	20 K takes R
21 Q to Q Kt 7 and wins.	

Notes by Mr G. B. Fraser.

(*a*) This is apparently the only correct reply; for if P to Q 5, Black plays B to B 4.

(*b*) Of questionable propriety, we fear.

(*c*) Q to K 2 seems to be another answer worth examination.

(*d*) But is not Kt to Q 6 ch much better?

(*e*) Meaning to play P to K B 4 next move and so prevent Q's retreat to K sq.

If P to K B 3 had been played instead, then R takes Kt / P takes Kt (A) — P to Q 5 / Q to Kt 5 — Q to R 4 / Q to Q 8 ch

(A) K takes R — Q to Kt 7 / Q checks — Q takes Q / K takes Q — Kt to B 7 and wins.

(*f*) If Q takes P — R takes Kt / Q to Q 8 ch — K to B 2 / B to B 4 ch — R takes B, &c.

* P to Q 4 seems to us the best move (Ed.)

GAME 44.

Game played in the Edinburgh Club, 23d March, 1874.

(Scotch Gambit).

WHITE (G. B. Fraser).	BLACK (Dr Fraser).
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3

3 P to Q 4	3 P takes P
4 Kt takes P	4 B to Q B 4
5 Kt to K B 5 (*a*)	5 Q to K B 3
6 Q Kt to B 3	6 K Kt to K 2
7 Kt to Q 5	7 K takes Q Kt
8 Q takes Kt	8 P to Q 3
9 B to Q Kt 5	9 B to Q 2
10 B to K Kt 5	10 Q takes Q Kt P
11 Castles (*b*)	11 Q takes B
12 Kt takes Kt P	12 K to B sq
13 B to K R 6	13 K to Kt sq
14 P to Q B 4	14 Q to Q Kt 7
15 Q to K Kt 5	15 P to K B 3
16 Q to Q 5 ch	16 K to B sq
17 Kt to K 6 ch	17 K to K 2
18 Kt takes K B	18 P takes Kt
19 P to K 5	19 B to K 3
20 P takes P ch (*c*)	20 Q takes P
21 Q takes P ch	21 K to B 2
22 Q to K R 5 ch	22 Q to K Kt 3
23 Q to K B 3 ch	23 K to K sq
24 Q to K 3	24 R to K Kt sq
25 P to K Kt 3	25 Kt to Q 5
26 Q takes Kt	26 Q takes B

And White resigned.

Notes by Mr Fraser.

(*a*) An old defence recently revived; for specimens of it see games between Harrwitz and Slous, about 1846, in "Chess Chronicle," etc.

(*b*) It must be kept in mind that this is a game *sans façon*. White cannot look for more than a draw by perpetual check by such play; Dr Fraser, however, takes good care to prevent this, although the defence requires considerable accuracy.

(*c*) Q takes P ch first would give White a better chance.

Game 45.

Game played some years ago.

(Evans' Gambit refused).

White (Mr Kipping).	Black (Mr Thorold).
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3
3 K B to Q B 4	3 K B to Q B 4
4 P to Q Kt 4	4 B to Q Kt 3
5 P to Q R 4	5 K Kt to B 3 (*a*)
6 P to Q R 5	6 B takes K B P ch
7 K takes B	7 Kt takes P ch
8 K to K 2	8 P to Q 4

9	B to Q Kt 5	9	Q B to K Kt 5
10	P to Q 3	10	P to K B 4
11	B takes Kt ch	11	P takes B
12	Q B to Q Kt 2	12	P to Q 5 (*b*)
13	P takes Kt	13	P takes P
14	P to K R 3	14	B takes Kt ch (*c*)
15	P takes B	15	P takes P ch
16	K to B sq	16	Q to K Kt 4
17	Q to Q 2	17	Q to K R 5
18	Q R to R 3	18	Castles (K side)
19	Q to K B 2	19	Q to K 5
20	R to Q 3	20	P to Q B 4
21	Kt to Q 2	21	Q to Q Kt 2
22	R to Q Kt 3	22	P to Q B 5
23	Kt takes P	23	Q to Kt 4 (*d*)
24	K to Kt sq	24	Q takes Kt
25	R takes B P	25	R takes R
26	Q takes R	26	R to K B sq
27	Q to Q Kt 3 (*e*)	27	R to B 8 ch
28	K to Kt 2	28	Q takes Q
29	P takes Q	29	R to K B 3
30	R to K sq	30	R to K B 4
31	R to K B sq	31	P to K Kt 3
32	R to Q B sq	32	R to K B 2
33	R to Q B 5	33	R to K 2
34	B to B sq (*f*)	34	P to K 5
35	R to Q 5	35	P to K 6
36	K to B sq	36	R to K 5
37	K to K 2	37	R to K B 5

And the game was finally drawn.

Notes.

(*a*) A very original, and quite *à la* Thorold way of conducting this defence.

(*b*) Q to K B 3 perhaps would be equally good.

(*c*) Another sacrifice! yet it seems to us that P takes Kt ch would have been far more effective, for White must retake with P, and Black could then, if he wished to sacrifice, compel the K to take his B, and Castle, checking, with a powerful attack.

(*d*) These moves are all very cleverly played by Mr Thorold.

(*e*) Getting rid at last of the attack, but at the cost of leaving his opponent with two united passed Pawns and a strong position. Black would have done better not to check with the R at B 8, but after the exchange of Queens to play R to B 6.

(*f*) This was ill judged; he ought at once to bring up his K.

Game 46.

Consultation Game played at the Newcastle and Gateshead Chess Club on the occasion of the Annual Dinner, March 9th, 1877.

(Petroff Defence).

White (Messrs. Archdall and Mitcheson).	Black (Messrs. Green, Charleton, Keiffenheim, and Reid).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to K B 3
3 Kt takes P	3 P to Q 3
4 Kt to K B 3	4 Kt takes P
5 P to Q 4	5 P to Q 4
6 B to Q 3	6 P to K B 4 (*a*)
7 Castles	7 B to K 2
8 P to Q B 4	8 P to Q B 4 (*b*)
9 P takes Q P (*c*)	9 Q takes P
10 P takes P	10 Q takes B P
11 B takes Kt (*d*)	11 P takes B
12 Q to R 4 ch	12 Q to B 3
13 Q takes Q	13 Kt takes Q
14 K Kt to Q 2	14 Kt to Q 5
15 Kt to Q B 3	15 Kt to B 7
16 R to Kt sq	16 P to K 6
17 K Kt to K 4	17 P takes P ch
18 R takes P	18 Kt to Q 5
19 Kt to Q 5	19 Kt to K 3
20 Kt takes B (*e*)	20 K takes Kt
21 B to Kt 5 ch	21 Kt takes B
22 Kt takes Kt	22 P to K Kt 3 (*f*)
23 R to B 7 ch	23 K to Q 3
24 Kt takes P	24 B to B 4
25 R to Q sq ch	25 K to B 3
26 Kt to Kt 5	26 R to R 4 (*g*)
27 R to B 6 ch	27 K to B 4
28 Kt to K 6 ch	28 B takes Kt (*h*)
29 R takes B	29 Q R to K R sq
30 P to K R 3	30 P to K Kt 4
31 R to Q 7	31 R to Q Kt sq
32 R to K 5 ch	32 K to B 3
33 R to K Kt 7	

And the Black allies resign.

Notes.

(*a*) Not good; the Kt should retire to B or Q 3.

(*b*) P to B 3 or B to K 3 was better, but after Black's 6th move, they must in any case have a bad game.

(*c*) We should prefer here Kt to B 3 or Q to Kt 3.

(*d*) White have surely a stronger line of action than these exchanges; they

should rather, we believe, have played Q to K 2, followed by R to K sq and P to Q Kt 3, &c.

(*e*) Here again P to Q Kt 3 appears a much better move than exchanging pieces at once.

(*f*) Why not P to K R 3?

(*g*) A weak move; they should have played Q R to Q sq.

(*h*) Black's best hope of saving their K Kt P was in keeping on their B, and they could have done so had they played Q R to Q sq at move 26, but the position of their Rooks makes it now imperative to take the Kt.

Game 47.

From the *Schachzeitung*. Played at Copenhagen, 1876.

(*Steinitz Gambit*).

White (The Brothers Ruben).	Black (S. A. Sörensen).
1 P to K 4	1 P to K 4
2 Kt to Q B 3	2 Kt to Q B 3
3 P to K B 4	3 P takes P
4 P to Q 4	4 Q to R 5 ch
5 K to K 2	5 P to Q 3
6 Kt to Q 5 (*a*)	6 B to Kt 5 ch
7 Kt to K B 3	7 Castles
8 Kt takes K B P (*b*)	8 Q to K 2
9 K to K 3	9 Kt to B 3
10 B to Q 3	10 P to K Kt 4
11 Kt to K 2	11 Kt takes K P (*c*)
12 B takes Kt	12 P to B 4
13 K to B 2	13 P takes B
14 B takes P	14 P takes Kt
15 B takes Q	15 P takes Kt
16 Q to Q 2	16 B takes B
17 K R to K sq	17 B to R 5 ch
18 P to Kt 3	18 Q R to B sq ch
19 K to Kt sq	19 K R to Kt sq
20 P to B 3 (*d*)	20 B to Kt 4
21 Q to Q 3	21 R to K sq
22 Q takes P	22 B to K 6 ch
23 K to Kt 2	23 K R to B sq
24 P to K R 4	24 R to B 7 ch
25 K to R sq	25 B to B 6 ch
26 K to Kt sq	26 B to K 5

And White resigned.

Notes (partly from the Schachzeitung).

(*a*) Whatever may be the ultimate analysis of the Steinitz Gambit, it is certain that no time must be lost over the opening moves. The play in the text allows Black to secure his position by Castling. White should have played:—

6 Kt to K B 3	6 B to Kt 5
7 Q B takes P	7 B takes Kt ch

He may now simply retake with K, protecting his piece, or follow the bolder course advocated by Mr Steinitz:—

8 P takes B	8 Q takes B
9 Kt to Q 5	9 Q to K R 5 (best)
10 Kt takes P ch	10 K to Q sq
11 Kt takes R	11 K to B sq (best)

White has given up two pieces for the Rook, but has a strong attack.

(*b*) If 8 B takes P

8 Kt to K B 3	
9 Kt takes Kt	9 Q takes Kt
10 B to K 3	10 Q to K 2

and the attack has passed over to Black.

(*c*) This interesting combination leads Black to victory.

(*d*) There is no saving move; R takes P would, however, have been the best way to prolong the defence.

Game 48.

Chess at Malvern College. Rev. F. R. Drew gives Q R to one of his pupils.

(*Remove White's Q R*).

White (Rev. F. R. Drew).	Black (Master Greenwell).
1 P to K 4	1 P to K 4
2 P to K B 4	2 Kt to Q B 3
3 P to Q B 3	3 Kt to K B 3
4 Q to Q B 2	4 Kt to K Kt 5 (*a*)
5 Kt to K B 3	5 B to K 2
6 B to Q B 4	6 Castles
7 Castles	7 P takes K B P
8 P to Q 4	8 P to Q 3
9 Q B takes P	9 Kt to Q R 4
10 B to Q 3	10 P to Q B 4
11 P to K R 3	11 Kt to K R 3
12 B takes Kt	12 P retakes
13 P to K 5	13 P to Q 4
14 B takes R P ch	14 K to Kt 2 (*b*)
15 Q Kt to Q 2	15 Q to Q Kt 3
16 P takes P (*c*)	16 Q retakes ch (*d*)
17 Kt to Q 4	17 Kt to B 5

And White announced checkmate in four moves.

Notes by Mr Drew.

(*a*) The sort of thing very young players do.

(*b*) To the corner would have been much better.

(*c*) To entice away the Q or B from protecting K.

(*d*) Entirely unconscious of the impending mate.

GAME 49.

Game between Mr Bird, London, and Mr Atkinson, Montreal.

(Harrwitz Opening).

WHITE (Mr Atkinson).	BLACK (Mr Bird).
1 P to Q 4	1 P to Q 4
2 Kt to Q B 3	2 P to K Kt 3
3 B to K B 4	3 B to K Kt 2
4 Kt to K B 3	4 Kt to Q B 3
5 P to K 3 (*a*)	5 Kt to K B 3
6 B to K 2	6 Castles
7 Castles	7 Kt to K R 4
8 B to Kt 3	8 Kt takes B
9 B P takes Kt	9 K to R
10 P to K R 3	10 P to K B 4
11 K to R 2	11 P to K 4
12 Kt takes K P	12 Kt takes Kt
13 P takes Kt	13 B takes P
14 Kt takes Q P	14 B takes Q Kt P (*b*)
15 B to Q B 4	15 B takes R
16 Q takes B ch	16 K to Kt sq (*c*)
17 Kt to K 7 mate.	

Notes.

(*a*) White could now win a Pawn by Kt to Q Kt 5, and at the next move also, which both players seem to have overlooked.

(*b*) Weak; he should have played B to K 3 or Q to Q 3. Mr Bird's next move simply throws away the game, which is, on his part, far beneath his usual force.

(*c*) This was, of course, played without reflection, but anything else would have met with the same result; for, if

	16 R to B 3
17 Kt takes R	17 K to Kt 2 (best)
18 Kt to Kt 4 ch	18 K to B sq
19 Q to R 8 ch	19 K to K 2
20 Q to B 6 ch, and mates next move.	

CHESS INTELLIGENCE.

*** SECRETARIES OF CLUBS AND OTHERS *are invited to assist us in making our record of the month's doings as complete as possible.*

[The following information reached us too late for the April number].

The City of London Chess Club held its Twenty-fifth Annual Festival on the 7th of March, at the Club-room, Mouflet's Hotel, Newgate Street. Mr H. F. Gastineau and Mr Down both re-assumed office, the former as President, the latter as Honorary Secretary. The chair was occupied by the president, the vice-president, Mr J. A. Manning, forming his *vis-à-vis*. After the withdrawal of the cloth, the usual toasts were given. The president then proposed the toast of the evening, "Continued prosperity to the City of

London Chess Club." Other officers of the Club were duly honoured, the intervals being agreeably filled by the performances of Mr Hailes on the pianoforte. Mr Macdonnell gave the health of the Committee, M. Delannoy, in an eloquent speech, toasted the Lady Players, and Mr Wallis Mackay responded for the visitors. The "Chess Press" was proposed by Mr Murton, and Mr Duffy, in returning thanks, briefly reviewed the position of Chess journalism at home and abroad.

The fifth annual match between the University Clubs of Oxford and Cambridge took place in London, on March 22d, at the rooms, and under the auspices of the St George's Chess Club, 20 King Street, St James'. Each University was represented by seven competitors, whose names, with their respective scores, are given below. It will be seen that the match ended very decisively in favour of Oxford, who have now won three out of five of these contests. Mr Steinitz kindly officiated as umpire, and his services were called into requisition at the hour appointed for closing the match, 7-30 P.M., in order to adjudicate two unfinished games. One of these, which had not advanced beyond the opening, and in which the forces and positions were equal, he declared drawn; the other, between Messrs Ball and Grundy, he gave in favour of Cambridge, showing, by a clear demonstration, how Mr Ball could win. The match on this occasion was distinguished from its predecessors, in being conducted in a semi-private manner, without the ostentation of an exhibition before the general public. On the other hand, this gave rise, in our opinion, to a certain laxity of procedure among the spectators, with regard to talking, and walking about, and pressing round the boards, which it would be well in future to obviate.

The final score was as follows :—

Oxford.	Won.	Lost.	Cambridge.	Won.	Lost.	Drawn.
Plunkett	1	0	Keynes	0	1	1
Grundy	1	1	Ball	1	1	0
Tracy	1	1	Gunston	1	1	0
Brook	1	0	Chatto	0	1	0
Gattie	1	0	Stocker	0	1	1
Wright	1	0	Nicholson	0	1	0
Latham	2	0	Kearney	0	2	0
Total score	8	2	Total score	2	8	2

After the match the two teams were entertained at a dinner given at the Criterion by the members of the St. George's Club, Mr Minchin, the honorary secretary of the Club, presiding, in the unavoidable absence of the president, the Earl of Dartrey. The usual loyal toasts were drunk, the name of Prince Leopold, as an Oxford Chess player, being coupled by the chairman with the health of the royal family. The other toasts were, the University Chess Clubs, responded to by their presidents, Messrs Tracy and Chatto; the Chess masters, proposed by Professor Wayte, and acknowledged by Mr Steinitz; the Chess Press, given by Mr Eccles, and replied to by the Rev. C. E. Ranken; the West End Chess Club, the visitors, the ladies, &c. In connection with these, speeches were also made by Mr Ball, Mr Gumpel, the Rev. F. Puller, and Mr Zukertort, who gave some excellent advice to the young players around him, which brought a very agreeable evening to an appropriate close.

La Stratégie announces that the match between Messrs Chamier and Maczuski at the Café de la Régence, Paris, ended in the victory of the latter, who won 7 games and lost 4, one only having been drawn. The same journal is now publishing the suicidal problems composed for the Problem tourney on that principle which it lately set on foot.

The *Nordisk Skaktidende* for March contains a favourable review by Herr Von der Lasa of a lately issued Dutch work on the openings from the pen of Dr Linde of Utrecht. There are also reviews of the Italian Chess Almanac, and of the Book of the Centennial Chess Congress at Philadelphia.

From the *Schachzeitung* we learn that the Anderssen Jubilee Festival at Leipsic will commence on July 15th, instead of the 8th, as before announced. The first prize for the highest class tourney will be at least 400 marks. To the hero of the jubilee will likewise be presented a valuable gift of honour. In connection with the Festival there will be a Problem Tournament, with prizes of 100 and 50 marks. Full particulars may be learned by applying to us, or to Herr Zwanzig, 20 Alexanderstrasse, Leipzig.

The *Hartford* (Connecticut) *Times* has instituted what may be called a literary Chess Tourney, and offers prizes as follows:—25 dollars in gold for the best original poem, and similar amounts for the best original essay and best original story on the subject of Chess. Competition free to all. No restrictions as to the length of articles, which must be accompanied by the authors' names, and must be received by the editor from foreigners on or before June 30th.

American Chess players, lamenting that only one European took part in the Congress at Philadelphia, are raising funds with the object of inducing Mr Steinitz to cross the Atlantic and do battle with their best players.

The Celestial Empire, a journal of Shanghai, China, has published a game by correspondence between the amateurs of Shanghai and Lefoo; the game lasted two years.

In the *Huddersfield College Magazine* for April we have an interesting account of Mr Bird's visit to Canada, where he seems to have met with a most hospitable reception, and to have aroused the enthusiasm of Chess players of all ranks.

At a recent meeting of the Norfolk and Norwich Chess Club, Mr Howard Taylor, in the name of Mrs Bolton, offered to the Club the Chess board and men which had belonged to her late husband, the Rev. H. Bolton, as a memorial of his long connection with the Club in years past. Apart from its intrinsic value, the gift of course possesses a special interest in its having been made for, and used by, one who has justly been styled "the Father of English Chess Problem competition," and we need hardly add that the offer was unanimously accepted.

ROTHERHAM *v.* ST. PETER'S, SHEFFIELD.—A match between the above Clubs was played on Saturday, 10th March, at Sheffield. Each Club was represented by six players, who were paired by lots. Play commenced at 6 P.M. and terminated at 10.45. The number of games played by each pair was limited to three. The pairing and score was as follows:—

Rotherham.	Won.	Lost.	St. Peter's.	Won.	Lost.
J. Shephard	3	0	T. Scott	0	3
J. W. Baker	3	0	J. Greenhough	0	3
J. Wollman	2	1	E. Barraclough	1	2
G. Whitehead	2	0	T. W. Fisher	0	2
G. Beeley	1	1	J. Howe	1	1
J. Swann	1	1	J. H. Zimmerman	1	1
Total score	12	3	Total score	3	12

Rotherham thus winning by 12 games to 3, three games being left unfinished

The return match was played at Rotherham on Saturday, 7th April. There were five players on each side—Conditions as before. The following was the pairing and score:—

Rotherham.	Won.	Lost.	St. Peter's.	Won.	Lost.
J. W. Baker	2	1	T. Scott	1	2
J. Shephard	1	1	J. Howe	1	1
G. Beeley	0	0	E. Barraclough	0	0
T. Swann	1	1	J. Greenhough	1	1
W. Simmonite	0	2	R. Snow	2	0
Total score	4	5	Total score	5	4

St. Peter's Club winning by 5 games against 4, three games being left undecided.

A friendly match took place at Grimsby on the 7th ult. between 7 members of the Grimsby and District Club and an equal number of the Hull Chess Club. There was a very close contest, and the home players, who had the advantage of the Rev. A. B. Skipworth's assistance, gained the victory by one game. We append the score:—

Grimsby and District.	Won.	Hull.	Won.
J. Walker	0	A. B. Skipworth	2
J. R. Clarke	0	J. Parker	2
E. Freeborough	1	G. Smith	1
J. W. Sanderson	1	R. J. P. Iles	1
G. Pulsford	2	T. Coates	0
W. H. Penny	1	H. Guilliatt	0
W. Wilson	1	H. Watson	1
Total score	6	Total score	7

There was one drawn game between Messrs Guilliatt and Penny.

On the 14th ult. a match was played between the Manchester and Manchester Athenæum Clubs with the following result:—

Won.	Manchester Club.	Drawn.	Athenæum Club.	Won.
0	Mr. Steinkuhler	1	Mr. J. W. Goodwin	0
1	Mr. Lord	1	Mr. Fish	0
0	Mr. Fleming	0	Mr. R. C. Boyer	1
1	Mr. H. Jones	0	Mr. Gillay	1
2	Mr. M'Clelland	0	Mr. Hockmeyer	0
1	Mr. J. J. Lewis	1	Mr. Hague	0
0	Mr. Grubé	0	Mr. Von Zabern	1
1	Mr. Goulden	0	Mr. Locke Holt	1
1	Mr. Grundy	0	Mr. Dust	0
2	Mr. Simon	0	Mr. R. O. Cooper	0
0	Mr. Seel	1	Mr. Evans	0
0	Mr. W. Jones	2	Mr. Wilson	0
1	Colonel Vialls	1	Mr. Zollner	0
0	Mr. Timpson	1	Mr. Parsons	1
1	Mr. Newnes	0	Mr. Brevig	1
11		8		6

MATCH BETWEEN MISS M. RUDGE AND MR THOROLD.—The second friendly match between the above players, at the odds of the Kt, has again terminated in a decided victory for the lady amateur, the result being 7 to 2, with 2 draws. A *final* match has been arranged between the same players, at the same odds,

for 11 games up; after which, should the result prove similar, the proffer of such heavy odds will be abandoned.

Herr Steinitz played 32 simultaneous games on the 11th ult. at Burton-on-Trent, winning 31 of them. On the previous day he gave a blindfold exhibition, and won the majority of the games.—*Coventry Independent.*

The match between Messrs Blackburne and Zukertort will commence on the 7th inst., if Mr Blackburne's state of health permits. This, however, appears very doubtful. He was evidently not well, when on the 18th ult. he played eight simultaneous blindfold games with as many members of the City of London Club, out of which he won four, and lost two, the others being drawn.

St. George's Chess Club, London.—The Tourney referred to in our March number has been brought to a close. Dr. Ballard having retired from the tourney without playing out his games, the result gave to the Hon. H. C. Plunkett and Prof. Wayte, 12½ games each, and to Mr Warner, 12 games. But by the conditions of the tourney, Mr Plunkett was entitled to add 4 games and Mr Warner 3 to his score. The prizes are therefore adjudged as follows:—1st, Mr Plunkett, 12½ to 4=16½; 2nd, Mr Warner, 12 to 3=15; 3rd, Mr Wayte, 12½ to 0=12½. Entries are being made for another tourney, in which play is to commence by the 1st of May.

Blairgowrie, N.B.—A match for the championship of the Strathmore Club has just been concluded, with the best players only contesting, and the result is as follows. Nine games to be played by each person:—

Davis, Rev. F. W.,	9.	Bamford, F.,	3.
Davidson, Dr. T.,	3.	Soutar, T.,	3.

Previous to this the Rev. F. W. Davis challenged 5 members of the Club, and played them 7 games each, winning 25 out of the total 35.

NOTICES TO CORRESPONDENTS.

J. E. R., London; J. G., Manchester; J. S., Rotherham; E. T., Bath; F. W. D., Blairgowrie; Rev. J. G., Clifton, and all our co-operators, are thanked for their communications.

J. W., Worcester. We will insert the account when the tourney is finished.

A. D., Marseilles. Thanks for your numerous papers, which have our attention.

E. F., Lyons. Your suggestion is good, and may be adopted.

H. F. L. M., London. We have received your ingenious problems, and will let you know if we can arrange to publish them.

SOLUTIONS OF PROBLEMS.

	WHITE.	BLACK.
No. XXV.—	1 Q takes K B P	
No. XXVI.—	1 Q to K Kt sq	
No. XXVII.—	1 R takes P	1 Anything
	2 Kt to B 5	2 Anything
	3 R mates	
No. XXVIII.—	1 R to Kt 5	1 R takes P
	2 Kt to K 4 dis ch	2 Anything
	3 Kt or B mates	

		1 Any other
	2 Kt to Q 3 dble ch	2 Anything
	3 Kt mates	
No. XXIX.—1	Kt to K 4 ch	1 K B P takes Kt
	2 B to Q Kt 4	2 B takes B
	3 R takes B	3 P takes R
	4 Kt mates	
		2 R takes B
	3 R takes Kt	3 Anything
	4 R mates	
No. XXX.—1	Q to B sq	1 K to B 5
	2 R takes P ch	2 K takes R
	3 P to B 4	3 Anything
	4 Q mates	
No. XXXI.—1	R to K sq	1 B moves
	2 R to K 8 ch	2 B to Kt sq
	3 B to Q 8	3 B moves
	4 B dis ch mate	
No. XXXII.—1	K to Kt 2	1 P to B 4
	2 R to Q B 3	2 K or P moves
	3 R to B 7	3 Anything
	4 Q or B mates accordingly	
		1 K to B 2
	2 Q to Q 7 ch	2 K to Kt 3
	3 P to B 5 ch	3 K moves
	4 Q mates	
		2 K to B sq, or Kt sq
	3 R to K 3	3 Anything
	4 R mates	
		1 K to B 4
	2 Q to Q 7 ch	2 K to Kt 3
	3 P to B 5 ch	3 K moves
	4 Q mates	
		2 K to K 5
	3 Q to K 6 ch	3 K moves
	4 Q mates	
		1 Kt to Q 6
	2 Q takes P at Q 4 ch	2 K moves
	3 R takes Kt	3 Anything
	4 Q mates	
		1 Kt to B 6
	2 B takes P ch	2 K to B 4
	3 Q to K 8	3 Anything
	4 Q mates	
		1 P to R 4
	2 Q to K 8 ch	2 K to B 4
	3 Kt takes Kt P	3 Anything
	4 Kt mates	
		2 K to Q 3
	3 R to Q B 3	3 Anything
	4 Kt mates	

CORRECT SOLUTIONS.—F. W. Davis and S. A. Sillem have solved No. 25; J. Thursby, Nos. 25, 27, 31; W. M. Gattie, 25, 26, 29; Emile Frau, 25, 26, 27, 31; "Zeus" and W. Furnival, 25, 26, 27, 28, 29, 30, 31; H. Blanchard and "Cant," 25, 26, 27, 28, 29, 30, 31, 32.

PROBLEMS.

Under the supervision of JOHN CRUM, 16 *Bothwell Street, Glasgow, to whom all Communications connected with Problems, Solutions, &c., should be addressed.*

No. 33.—By G. J. SLATER.

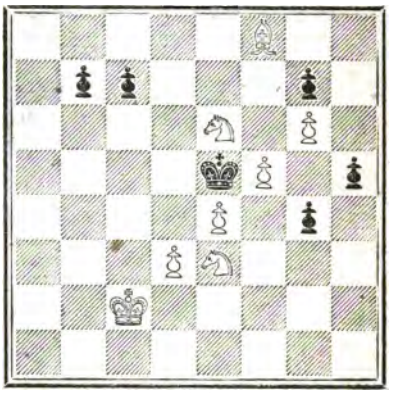
BLACK.

WHITE.

White to play and mate in two moves.

No. 34.—By Sergt.-Major M'ARTHUR.

BLACK.



WHITE.

White to play and mate in three moves.

No. 35.—By J. PIERCE, M.A.

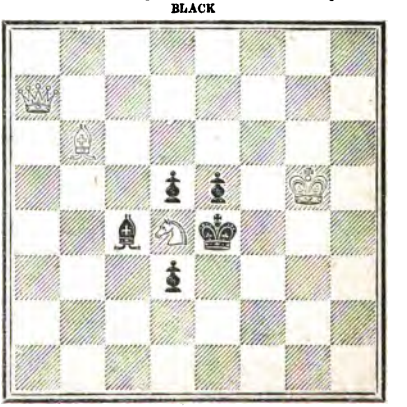
BLACK.

WHITE.

White to play and mate in three moves.

No. 36.—By C. W., of Sunbury.

BLACK

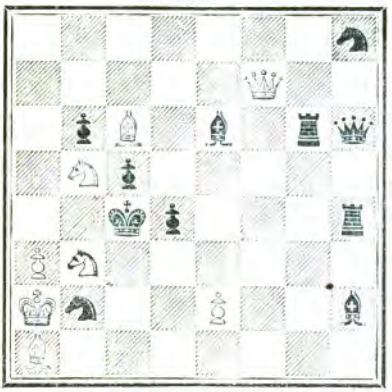


WHITE.

White to play and mate in three moves.

No. 37.—By W. FURNIVAL.

BLACK.

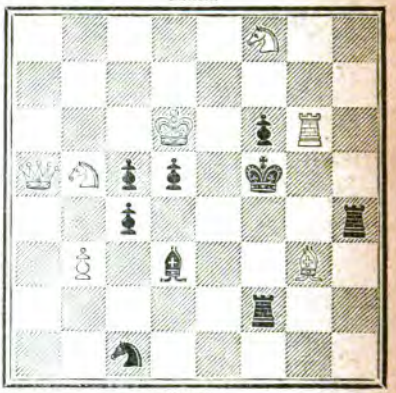


WHITE.

White to play and mate in four moves.

No. 38.—By H. E. KIDSON.

BLACK.



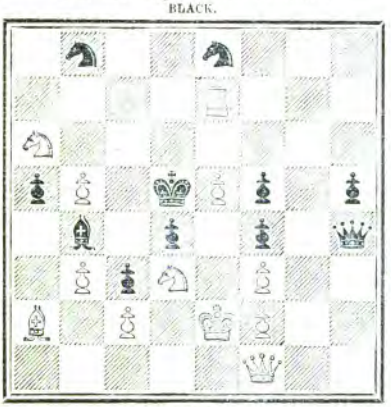
WHITE.

White to play and mate in four moves.

From the Austrian "Schachzeitung."

No. 39.—By FRANZ HUBERT.

BLACK.



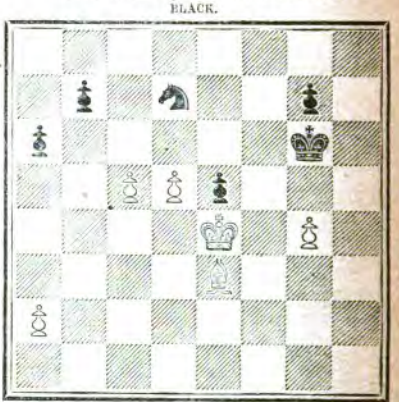
WHITE.

White to play and mate in four moves.

End Game.

No. 40.—By W. T. PIERCE.

BLACK.



WHITE.

Black to play and White to win.

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White to play and mate in three moves.

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*** *All communications for this Magazine to be addressed to the* Rev. C. E. RANKEN, *St Ronan's, Malvern, Worcestershire, except those for the Problem department, which should be sent to J. Crum, Esq.,* 16 *Bothwell St., Glasgow.*

The Chess Player's Chronicle.

1st JUNE, 1877.

ANALYTICAL TRIFLES.

(From the Schachzeitung).

WE received about three months ago from Herr Friess of Rothenburg, a not immaterial contribution to the theory of the Spanish game (*Ruy Lopez Opening*). After the moves

1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to Kt 5	3. P to Q R 3
4. B to R 4	4. Kt to B 3
5. Castles	5. Kt takes P
6. P to Q 4	6. P to Q Kt 4

he suggests the continuation 7. Kt takes P as the best.

[In reply to this 7. P takes B would not be good, on account of 8. $\frac{\text{Kt takes Kt}}{\text{P takes Kt}}$ 9. R to K sq. together with 10. P to K B 3.]

Black is obliged to play

7. Kt takes Kt

whereupon, in our opinion, he will do best to proceed with

8. B to Kt 2, thus:—

[If 8. P takes B, 9. Q to Q 5]

9. B to Kt 3	9. P to Q 4

[not 9. B to Q B 4 on account of 10. B to Q 5].

We are thus led to a variation which is decidedly more favourable to White than the mode of play

5. Castles	5. Kt takes P
6. P to Q 4	6. P to Q Kt 4
7. B to Q Kt 3	7. P to Q 4
8. Kt takes P	8. Kt takes Kt
9. P takes Kt	9. P to Q B 3, &c.

To the theory of the Bishop's Gambit we have now to add a mode of play which indeed was brought forward some years since in the

Nordisk Tidende by Sörensen, yet has hitherto found no place in the columns of our Magazine. Sörensen holds, in opposition to Jaenisch, that after the moves

1. P to K 4	1. P to K 4
2. P to K B 4	2. P takes P
3. B to B 4	3. P to K B 4

4. Kt to Q B 3 is the best, and as his reason for this opinion, gives the following variations:—

	4. Q to R 5 ch

[if 4. Kt to K B 3, 5. P to K 5]

5. K to B sq	5. P takes P
6. Kt takes P	6. P to Q B 3

[according to Jaenisch the strongest play.]

7. Kt to K B 3	7. Q to K 2 (best).

[Upon 7. Q to R 4 would occur 8. $\frac{\text{Q to K sq}}{\text{K to Q sq}}$ 9. Q Kt to Kt 5]

8. B takes Kt	8. R takes B
9. K to B 2	9. P to K R 3
10. R to K sq	10. K to Q sq
11. P to B 4 (best)	11. Q to B 2

[White's last move is given by Nielsen. If Black play 11. P to Q 4, 12. $\frac{\text{P takes P}}{\text{P takes P}}$ 13. Kt to B 3, and White remains with the advantage]

12. P to Q 4	12. P to Q 4

[The moves 12. P to Q 3, leading to 13. $\frac{\text{P to Q 5,}}{\text{P to B 4,}}$ 14. P to Q Kt 4, &c., and 12. B to Kt 5, whereupon follows 13. $\frac{\text{B to Q 2,}}{\text{B takes B,}}$ 14. Q takes B, &c., are no better.]

13. Kt to K 5	13. Q to B 4
14. P takes P	14. P takes P
15. Kt to Q B 3	15. P to K Kt 4
16. Kt takes P	16. B to Q 3
17. Q to Kt 3	17. R to K sq
18. B to Q 2	18. B takes Kt
19. B to R 5 ch	19. K to Q 2
20. P takes B	20. R takes P
21. R takes R	21. Q takes R
22. Kt to B 6 ch, and wins.	

If, at his 6th move, instead of P to Q B 3 Black play Kt to K B 3, the brothers Nielsen proceed

7. Kt to K B 3	7. Q to R 4
8. Q to K sq	8. K to Q sq

[or if 8. Kt takes Kt, 9. $\frac{\text{Q takes Kt ch,}}{\text{B to K 2}}$ 10. $\frac{\text{P to Q 4,}}{\text{P to K Kt 4,}}$ 11. P to K R 4, &c.]

9. Q Kt to Kt 5	9. P to Q 4
10. Kt to K 5	10. B to K 2

11. B to K 2	11. B to K Kt 5
12. Kt to K 6 ch	12. K to B sq
13. Kt takes B	13. Kt takes Kt
14. P to K R 3	

This is, of course, incontestable, yet it appears to us as if at move 7 Q to R 3 were more advisable for Black. Then might follow

8. Q to K 2	8. B to K 2
9. P to Q 4	9. R to B sq

and White will hardly maintain a better attack, such as is necessary even to equalize the game.

Our readers will well remember some earlier contributed games of the bold opening

1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. Kt to B 3	3. Kt to B 3
4. Kt takes P	4. Kt takes Kt
5. P to Q 4	5. Kt to Kt 3
6. P to K 5	6. Kt to Kt sq

This opening, under the jocose name of "Muller and Schultze Gambit," has hitherto enjoyed very constant favour among the stronger players of Leipsic, where it proves admirably suited for making short work of weaker opponents. Nevertheless, by the following, which is the best defence, and not quite obvious, the attack appears to become quickly broken:—

7. B to Q B 4 (best)	7. P to Q B 3
8. Q to B 3	8. P to Q 4
9. P takes P	9. Kt to B 3 (best)

[not 9. Q to B 8, on account of 10. Q to K 2 ch, K to Q sq, 11. Kt to K 4, Q takes Q P, 12. B to K 3, Q to K 4, 13. Castles (Q R), and White has a strong attack.]

10. Q to K 2 ch	10. K to Q 2

and Black can no longer be hindered from developing his game. Another defence against this daring but nevertheless dangerous attack, viz.:

7. B to B 4	7. P to Q 4
8. B takes P	8. P to Q B 3, &c.,

appears to suffer under the disadvantage that White is too early allowed the possession of two Pawns for his sacrificed piece.

With regard to a well-known and often played variation of the Evans Gambit, Herren Bier and Rocamora of Hamburg write to us, "After the moves

1. P to K 4	1. P to K 4
2. Kt to K B 3	2. Kt to Q B 3
3. B to B 4	3. B to B 4

4. P to Q Kt 4	4. B takes Kt P
5. P to B 3	5. B to B 4
6. Castles	6. P to Q 3
7. P to Q 4	7. P takes P
8. P takes P	8. B to Kt 3
9. Kt to B 3	9. B to Kt 5
10. B to Q Kt 5	10. K to B sq

Suhle and Newmann assert that White can obtain a favourable position by the continuation

11. B takes Kt	11. P takes B
12. P to K 5	12. B takes Kt
13. P takes B	13. P takes P
14. B to R 3 ch	14. Kt to K 2
15. P takes P	15. B to Q 5
16. Q to B 2	16. B takes K P
17. Q R to Q sq	17. B to Q 3
18. Kt to K 4	

But why rove afar if good lies so near? We should not play 15. B to Q 5, but 15. Q takes Q as best in conjunction with K to K sq, and we have not succeeded in obtaining therefrom one grain of advantage for White; on the contrary, Black will always win in a game that is in any degree regular and cautious."

We have unfortunately, in the winter, too little leisure to be able to devote ourselves independently to the analysis of such variations as happen to be not on the orders of the day among the games of this place. Notwithstanding, we are of opinion that with regard to their concluding inference as to victory for Black, our Hamburg friends have gone too far. We could only wish for a thorough analysis.

GAME 50.

Select Reprints, No. V.—Tournament of 1851, p. 136.

(Sicilian Opening).

WHITE (Mr Anderssen).	BLACK (Mr Wyvill).
1 P to K 4	1 P to Q B 4
2 P to Q 4	2 P takes P
3 Kt to K B 3	3 Kt to Q B 3 (*a*)
4 Kt takes P	4 P to K 3
5 B to K 3 (*b*)	5 Kt to K B 3
6 B to Q 3	6 B to K 2
7 Castles	7 Castles
8 Kt to Q 2	8 P to Q 4
9 Kt takes Kt	9 P takes Kt

10	P to K 5	10 Kt to Q 2
11	P to K B 4	11 P to K B 4
12	R to K B 3 (*c*)	12 P to Q B 4
13	R to K R 3	13 R to K B 2
14	P to Q Kt 3	14 P to K Kt 3
15	Kt to K B 3	15 Kt to Q Kt 3
16	B to K B 2	16 P to Q 5 (*d*)
17	B to K R 4	17 Kt to Q 4 (*e*)
18	Q to Q 2	18 P to Q R 4
19	B takes B	19 R takes B
20	Kt to Kt 5	20 Kt to K 6
21	Q to K B 2	21 B to Q Kt 2
22	B to B sq	22 Kt to K Kt 5
23	Q to K R 4	23 Q to Q 2
24	R to Q sq	24 R to Q B sq
25	B to K 2	25 P to K R 4
26	R to K Kt 3	26 Q to K sq (*f*)
27	R to Q 2	27 R to K Kt 2
28	P to Q B 3	28 Kt to K 6 (*g*)
29	P takes P	29 P takes P
30	Pt takes P	30 R to Q B 8 ch
31	K to B 2	31 Kt to Q 4
32	K R to Q 3	32 Q to Q B 3 (*h*)
33	R to Q 2	33 Q to Q Kt 3
34	B to Q B 4	34 R to Q B 7 (*i*)
35	K to K sq	35 R takes R
36	R takes R	36 Q to K Kt 8 ch
37	B to B sq	37 R to Q B 2
38	R to Q sq	38 R to Q B 7 (*j*)
39	Q to Kt 3	39 B to Q R 3
40	Q to K B 3	40 B takes B

And White resigned.

Notes (from Staunton) revised.

(*a*) This, or P to K 3, is much better than P to K 4, which maintains the Pawn at the cost of a disadvantageous position.

(*b*) The move now recognised as the best, 5 Kt to Q Kt 5, had been played against Anderssen by Szen (who then first introduced it) in an earlier round of this Tournament. It would appear, therefore, that up to this time Anderssen had not appreciated its importance.

(*c*) It is a general fault among inferior players that they are too tardy in bringing their Rooks into play. Observe how rapidly the Pieces are brought into co-operation by a master of the game. [We retain this note of Mr Staunton's for the sake of the general truth which it conveys. Here, however, the move seems to us somewhat premature.]

(*d*) An all-important move, as it affords a fine situation for the Kt to be posted at, and opens a sweeping diagonal for the Q B.

(*e*) The commanding position of this Kt gives the balance of advantage in Black's favour already.

(*f*) This was necessary, to enable him to bring his Kt to K 6 again.

(*g*) From this moment the assault is conducted with uncommon ingenuity and spirit. The sacrifice of the P in this position must have required considerable nerve as well as depth of calculation.

(*h*) This greatly serves to strengthen the attack, and is much better play than the more obvious move K R to Q B 2.

(*i*) Excellent as unexpected. From this point the game is almost forced. [Almost? Quite, we should say.]

(*j*) Threatening mate in two moves, and in two different ways. The latter stages of this game are beautifully played by Mr Wyvill, who won the second prize in this Tournament, being defeated only by Anderssen. We have, however, somewhat condensed the exuberant rhetoric of Mr Staunton's praise, when unaccompanied by analytical remarks.

Game 51.

Select Reprints, No. VI.—Tournament of 1851, p. 144.

(Sicilian Opening).

White (Mr Anderssen).	Black (Mr Wyvill).
1 P to K 4	1 P to Q B 4
2 B to Q B 4	2 P to K 3
3 Kt to Q B 3	3 P to Q R 3
4 P to Q R 4	4 Kt to Q B 3
5 P to Q 3	5 P to K Kt 3 (*a*)
6 K Kt to K 2	6 B to K Kt 2
7 Castles	7 K Kt to K 2
8 P to K B 4	8 Castles
9 B to Q 2	9 P to Q 4
10 B to Q Kt 3	10 Kt to Q 5 (*b*)
11 Kt takes Kt	11 B takes Kt ch
12 K to R sq	12 B to Q 2 (*c*)
13 P takes Q P	13 B takes Kt
14 B takes B	14 P takes P
15 B to K B 6	15 B to K 3
16 P to K B 5 (*d*)	16 B takes K B P (*e*)
17 R takes B	17 P takes R
18 Q to K R 5	18 Q to Q 3
19 Q to K R 6	19 Q takes B
20 Q takes Q	

And Black resigned.

Notes (partly from Staunton).

(*a*) The usual move is 5 K Kt to K 2, threatening the immediate advance of P to Q 4. In reply to this, however, Mr Löwenthal latterly advocated 6 B to K Kt 5: see a game between Messrs Löwenthal and Skipworth, annotated by Mr Wisker, in the *Chess Player's Chronicle*, vol. iv. (1874–5), p. 332. The effect of this move is to cramp Black's game considerably; for if, in reply to 6 B to K Kt 5, he reply 6 P to K B 3, 7 B to R 4, 7 Kt to Kt 3, 8 B to Kt 3, 8 B to K 2, 9 P to K B 4, White has a good game. We think, therefore, that the line of play here struck out by Mr Wyvill, of deploying the B at K Kt 2, will be found the best that the situation admits: but in saying

this we do not recommend our readers to adopt the Sicilian Defence, nor, if first player, to proceed with 2 B to Q B 4.

(*b*) Up to this point Black, we believe, has played the best possible moves: but here 10 P to Q 5, compelling the Kt to retreat to his own square again, is greatly preferable, and would have given Black decidedly the best of the opening.

(*c*) We should here have played P takes P, avoiding the compulsory exchange of B for Kt, which brings the adverse B into a dangerous position at K B 6. This B might then have been brought to Q 2 and afterwards to Q B 3 with advantage.

(*d*) The key-move to a beautiful combination.

(*e*) Black was manifestly unconscious of the object for which White advanced his K B P, or he would certainly rather have retreated the Bishop at this moment, though at the cost of a Pawn. From this point, of course, his game is utterly irredeemable.

Game 52.

The following interesting game occurred in a match recently played at the Café de la Régence, Paris, between Messrs. Morel and Bezkrowny, and is extracted from *La Stratégie.*

(Two Knights' Defence).

White (M. Bezkrowny).	Black (M. Camille Morel).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Q B 4	3 Kt to K B 3
4 P to Q 4	4 P takes P
5 Castles	5 Kt takes P (*a*)
6 R to K sq	6 P to Q 4
7 B takes P	7 Q takes B
8 Kt to Q B 3	8 Q to Q sq (*b*)
9 R takes Kt ch	9 B to K 2
10 Kt takes P	10 Castles (*c*)
11 Kt takes Kt	11 P takes Kt
12 Q to K 2 (*d*)	12 B to Q 3
13 B to K 3	13 P to K B 4
14 Q to Q B 4 ch	14 K to R sq
15 R to Q 4	15 P to Q B 4
16 K R to Q sq	16 Q to K 2
17 Kt to Q 5	17 B to K 3
18 Q to Q R 4 (*e*)	18 B takes Kt
19 R takes B	19 P to K B 5
20 B to Q 2	20 P to K B 6 (*f*)
21 P to K Kt 3	21 Q to K B 2
22 R to K Kt 5	22 B to K 2
23 R to K Kt 4	23 P to K R 4 (*g*)
24 R to K B 4	24 Q to K 3
25 Q to K 4	25 Q to Q 2 (*h*)
26 B to Q B 3	26 R takes R

27 Q takes K R	27 B to Q 3 (*i*)
28 Q takes P	28 R to K B sq
29 Q takes P ch	29 K to Kt sq
30 R to K sq	30 Q to K B 4
31 Q takes Q	31 R takes Q
32 R to K 8 ch	32 K to B 2
33 R to Q R 8	

And after some moves Black resigned.

Notes by M. Rosenthal.

(*a*) B to K 2 gives rise to a game less brilliant but more solid.

(*b*) Evidently preferable to Q to K R 4 or Q to K B 4. [Q to Q B 5 is perhaps better still for Black.—Ed. C. P. C.]

(*c*) If

11 R to K B 4	10 P to K B 4
12 Q to K 2 ch	11 B to K Kt 4
13 R to K B 3	12 Kt to K 2 (best)
14 R takes B	13 B takes B
	14 Q takes Kt

(If 14——Castles
15 Kt to K 6, 15 B takes Kt, 16 Q takes B ch, followed by R to Q sq.)

15 R to K sq	15 Q to Q 3

16 R to K 3 or Q 3 with the advantage.

(*d*) B to K B 4 would have been stronger.

(*e*) Dangerous; we prefer the following continuation:—

18 Q to Q B 3	18 B takes Kt
19 R takes B	19 P to Q B 3 to advance the K B P
20 R takes B, &c.	

(*f*) Q to K 3 would win for Black, *e.g.*:—

	20 Q to K 3
21 R to Q 3 (best)	21 P to K B 6
22 P takes P	22 P to Q B 5 and wins.

(*g*) Weak.

(*h*) Q takes Q would still afford some chance to draw.

(*i*) Q to Q B 3 would have been somewhat better. But we think the game was lost in any case.

Game 53.

With this game we conclude our selections from the late Match.

(Scotch Gambit).

White (Mr Wayte).	Black (Mr Minchin).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 B to Q B 4
5 B to K 3	5 Q to K B 3
6 P to Q B 3	6 K Kt to K 2
7 B to Q B 4	7 Kt to K 4 (*a*)
8 B to K 2	8 P to Q 4
9 P takes P (*b*)	9 Kt takes P
10 Castles	10 Castles (*c*)

11 Q to Q 2	11 Q to K Kt 3
12 K to R sq	12 B to Q 2
13 P to K B 4	13 Kt to K Kt 5 *(d)*
14 B to K Kt sq	14 P to K B 4 *(e)*
15 B to Q B 4	15 Kt to K B 3
16 Kt takes K B P	16 Q takes Kt
17 B takes B	17 K R to K sq
18 Kt to Q R 3	18 K to R sq
19 Kt to Q B 2	19 P to Q Kt 3
20 B to K Kt sq	20 P to Q B 4
21 Q R to K sq	21 Q to K R 4
22 B to K 2 *(f)*	22 Q to K R 3
23 B to K B 3	23 B to Q B 3
24 P to Q B 4	24 Kt to Q Kt 5
25 Kt takes Kt	25 B takes B
26 R takes B	26 P takes Kt
27 Q takes P	27 K R to Q sq
28 Q to Q B 3	28 Q R to B sq
29 B to Q 4	29 Kt to K sq
30 R to K Kt 3	30 R to Q 2
31 P to K R 3	31 Q to K R 4 *(g)*
32 R takes Kt ch	32 R takes R
33 B takes P ch	33 K to Kt sq
34 Q to K B 6 *(h)*	34 Q to Q 8 ch
35 K to R 2	35 R to Q 6
36 R to K Kt 5 *(i)*	36 R takes P ch
37 P takes R	37 R to K 7 ch
38 R to K Kt 2	38 R takes R ch
39 K takes R	39 Q to K 7 ch
40 K to Kt 3	40 Q to K 6 ch
41 K to Kt 4	41 Q to K 7 ch
42 K to B 5	42 Q to Q B 7 ch *(j)*
43 K to K 6	43 Q takes Q B P ch
44 K to Q 7	44 Q to Q 4 ch
45 K to B 7	45 Q to Q B 4 ch
46 K to Kt 8	46 P to K 4
47 B to K R 6	47 Q to K Kt 8
48 Q to K Kt 5 ch	

And Black resigns.

Notes by Professor Wayte.

(*a*) 7 Q to K Kt 3, as played subsequently by Mr Minchin in a Tourney Game, is unquestionably better. Then, if

8 Castles	8 Kt to K 4
9 B to Q 3	9 P to Q 4, winning a Pawn.

(*b*) A great omission. P to K B 4 gives White a clear advantage.

(*c*) Black should at once have taken off the B with Kt. The isolated Pawn or the K file would then become a mark for attack.

(*d*) Here again, by omitting to capture the B, Black allows the attack to pass to the other side.

(*e*) This loses a Pawn, but it would have been exceedingly inconvenient to allow P to K B 5.

(*f*) The key move of a combination which wins White a second Pawn.

(*g*) This, it would seem, was played expressly to tempt White to sacrifice the exchange.

(*h*) White saw that he could win by

34 B to K R 6 dis ch	34 K to B 2
35 Q to Kt 7 ch	35 K to K 3
36 R to K 3 ch	36 K to Q 3
37 R to Q 3 ch	37 K to B 4
38 Q takes R	

threatening mate and preventing the capture of the B. But he hoped by the play in the text for a speedier victory, overlooking Black's clever rejoinder at move 35, which enables him to defend himself for some time longer.

(*i*) The only move. If R to K Kt 4, Black would have attacked the Q by R to Q 3, and in answer to the discovered check have captured the R with Q.

(*j*) Black afterwards wished he had checked at K R 4. This, however, would have made no difference; the reply would have been K to K 4, and the K must ultimately have found shelter at Q Kt 8, as in the actual game.

Game 54.

Played in London, January, 1877.

(Two Knights' Defence).

White (Mr Wayte).	Black (Mr Skipworth).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 Kt to B 3
4 Kt to Kt 5	4 P to Q 4
5 P takes P	5 Kt to Q R 4
6 P to Q 3	6 P to K R 3
7 Kt to K B 3	7 P to K 5
8 Q to K 2	8 Kt takes B
9 P takes Kt	9 B to Q B 4
10 P to K R 3	10 Castles
11 Kt to K R 2	11 Kt to K R 2 (*a*)
12 Castles	12 P to K B 4
13 B to K 3	13 B to Q 3
14 P to K B 4	14 Kt to K B 3
15 P to Q B 5	15 B to K 2
16 P to Q B 4	16 Q to K sq
17 Kt to Q B 3	17 Kt to K R 4
18 K R to Q sq (*b*)	18 Q to K Kt 3
19 P to Q 6	19 P takes P
20 Kt to Q 5	20 B to Q sq
21 P takes P	21 R to K B 2 (*c*)
22 P to Q B 5	22 B to K 3
23 Kt to K B sq	23 R to Q B sq
24 P to Q Kt 4	24 P to Q Kt 3 (*d*)
25 Q R to B sq	25 P takes P

26 P. takes P	26 B to Q 2
27 Q to Q R 6	27 Q to K 3
28 P to Q B 6	28 Q takes Q P (*e*)
29 P takes B, and Black resigned (*f*)	

Notes by Prof. Wayte.

(*a*) A move played by Morphy in this position; see Löwenthal's Morphy, p. 237. 11 P to Q Kt 4, first suggested by Suhle, is now acknowledged to be preferable, and gives Black a counter-attack which is fully equivalent to the Pawn. Mr Skipworth was aware of this, but played the move in the text experimentally.

(*b*) The best move, combining several advantages. It provides for the threatened loss of the exchange; it opens a square for the Kt to come into play again; and it prepares for the advance of the Pawns, to be supported by the other R at Q B sq.

(*c*) P to Q Kt 3 would have availed nothing to stay the advance of the Pawns; *e.g.*:—

	21 P to Q Kt 3
22 P to Q Kt 4	22 P to Q R 4
23 Kt takes P	23 Kt takes K B P
24 B takes Kt	24 B takes Kt ch
25 P to B 5	

If 21 Q takes P, then of course 22 Kt to Kt 6.

(*d*) This and the next move, by liberating White's Pawns, hasten defeat, but only for a short time; if 24 P to R 3, 25 P to Q R 4, and afterwards P to Q Kt 5.

(*e*) There is nothing to be done. If 28 B to K sq, 29 P to Q 7, 29 B takes P, 30 P takes B, leaving the Q *en prise*, as in the actual game.

(*f*) R takes R would yield only a single Rook in exchange for the Q: 29 R takes R, 30 Q takes Q, 30 R takes R, 31 Kt to K 7 ch.

Game 55.

Game in which Mr Crum and Mr Gilchrist consulted together against Mr Grant. Played 3d January, 1877.

(Q B P Game).

(Messrs Crum and Gilchrist).	(Mr Grant).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q B 3	3 P to Q 4
4 P takes P (*a*)	4 Q takes P
5 P to Q 3	5 B to Q B 4
6 B to K 3	6 B to K Kt 5
7 B to K 2	7 Castles
8 Castles	8 P to K 5 (*b*)
9 P to Q B 4 (*c*)	9 P takes Kt (*d*)
10 P takes Q	10 P takes B
11 Q to Q B sq (*e*)	11 P takes R and queens ch
12 K takes Q	12 B takes B
13 Q takes B	13 R takes P at Q 4

14 Kt to Q B 3 (*f*)	14 R to K 4
15 Q to K Kt 3	15 Kt to B 3
16 P to K R 3 (*g*)	16 P to K R 4
17 P takes B	17 P takes P
18 Kt to K 2	18 K R to K sq
19 Kt to K B 4 (*h*)	19 K R to R sq
20 K to Kt sq	20 Q Kt to Q 5 (*i*)
21 P to K B 3	21 Q Kt to K B 4 (*k*)
22 Q to K B 2	22 P to K Kt 6
23 Q takes Q R P	23 R to K R 7
24 Q to R 8 ch	24 K to Q 2
25 Q takes Kt P	25 Kt to Q 5
26 R to Q B sq	26 Kt to Q 4 (*l*)

And the allies resigned.

Notes.

(*a*) Q to Q R 4 or B to Kt 5 is the correct play here.

(*b*) This move would be perhaps more effective after first exchanging Bishops.

(*c*) Very weak; but they have no good move to make.

(*d*) A miscalculation; he should have played the Q to K R 4.

(*e*) Both parties appear to have overlooked the consequences of White's now playing Q to R 4, which would have enabled them to retain a decisive advantage.

(*f*) Q to K Kt 3 at once looks better.

(*g*) We should prefer P to K B 3.

(*h*) They were obliged to move the Kt, for suppose

19 R to K sq	19 Kt to Q 5
20 Q takes R	20 R takes Q
21 Kt takes Kt	21 R to Q 4, &c.

It would, however, have been better to retreat the Kt to Kt sq.

(*i*) Black has now a won game, and he plays it to the end with much ability.

(*k*) Stronger than P to K Kt 4 or Kt to Q 4, on account of the replies Q to B 2 in the one case, and K to B 2 in the other.

(*l*) An excellent move, leaving White with no resource.

Game 56.

The following game was one of two played simultaneously in a match by correspondence for £20, and published in the *I. L. News.*, with insufficient notes by the late Chess Editor, who was the stakeholder.

(*Fianchetto*).

White (G. H. D. Gossip).	Black (Dr. Vines).
1 P to K 4	1 P to Q Kt 3
2 P to Q 4	2 B to Kt 2
3 B to Q 3	3 P to K 3
4 Kt to K B 3	4 P to Q B 4
5 P to Q B 3	5 P to Q 4
6 P to K 5	6 P to Q B 5 (*a*)
7 B to Q B 2	7 Kt to Q B 3

8	Castles	B to K 2 (*b*)
9	P to Q Kt 3	P to Q Kt 4
10	P takes B P	Q P takes P (*c*)
11	P to Q R 4	P to Q R 3
12	Kt to Q R 3	Q to Q 4
13	R to Q Kt sq	B takes Kt (*d*)
14	B takes B	P to K B 4
15	Kt to K R 4	Q Kt to K 2
16	B to Q 6	P to K Kt 4 (*e*)
17	Q to R 5 ch	Kt to Kt 3
18	B to Q sq (*f*)	Kt to K B 3
19	Q takes K Kt P	Kt to K 5
20	Q to K R 6	Castles (*g*)
21	B to K B 3	Q to Q B 3
22	P takes Kt P	P takes P
23	R to Q R sq	Q to K sq
24	R to Q R 7	Kt takes Kt
25	B takes Kt	P takes B
26	Q takes Kt	R to K Kt sq
27	R takes B (*h*)	K takes R
28	Q takes R P ch	Q to Q 2
29	Q takes K P ch	Q to Q B 3
30	Q to R 7 ch	Q to Q 2
31	Q to Q B 2	R to K Kt 5 (*i*)
32	P to K B 3	R to R 5
33	P to K Kt 3	Q to K R 2 (*k*)
34	Q to K Kt 2	R takes B
35	P takes Q R	R to K R 3
36	P to B 4 dis. ch	K to Kt 3
37	P to B 5	Q to Q 2
38	P to B 6	Q takes P
39	P to B 7	R to R sq
40	Q to K B 2	R to K B sq
41	P to K Kt 4	Q to Q 4
42	P to K R 4	Q to Q 3
43	Q to K B 4	Q to Q R 6
44	Q to K 3	Q to K 2
45	P to Q 5 dis ch	Q to B 4
46	Q takes Q ch	K takes Q
47	P takes P, and wins.	

Notes revised.

(*a*) Black would do better, we believe, to keep this P where it is, and proceed with the development of his pieces.

(*b*) This move prevents the K Kt from getting into play, and as the B has no other place to go to, we should prefer continuing with P to Kt 3, B to Kt 2, &c.

(*c*) Retaking with Kt P was perhaps the safer course, but it would have blocked the game for both parties, and rendered it far less interesting.

(*d*) He might also play Kt to R 2. If 13 P to Kt 5, White takes P with Kt, and Black cannot take the Kt without losing his Queen.

(*e*) This dangerously exposes the King's quarters; we should have played Kt to R 3, covering, if the Q checked, at K B 2, and threatening P to Kt 3, Kt takes B, &c.

(*f*) A very good move. If in reply Black play P to Kt 5, White wins off-hand by $\frac{\text{B to B 3}}{\text{P takes B}}$ Kt takes Kt, &c.

(*g*) Black appears to have nothing better, for if he play 20 Kt takes Kt or Kt to Q 7, White answers with B to R 5, and if 20 Kt takes B, the reply is 21 B to B 3, followed by Kt takes Kt, &c.

(*h*) Well played; the sacrifice is perfectly sound.

(*i*) Black's game must ultimately be lost, but this does not seem to be the best move at his command.

(*k*) This again is a weak move, for White's reply compels Black to surrender at once the exchange he had won.

Game 57.

In Mr Nash's Correspondence Tourney, first round.

(Ruy Lopez).

White (F. Woodmass).	Black (W. T. Pierce).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 P to Q 3	5 B to B 4 (*a*)
6 P to B 3	6 P to Q Kt 4 (*b*)
7 B to Kt 3	7 P to Q 4 (*c*)
8 P takes P	8 Kt takes P
9 P to K R 3 (*d*)	9 Castles
10 Castles	10 B to Kt 3 (*e*)
11 Q to K 2	11 Kt to B 5
12 B takes Kt (*f*)	12 P takes B
13 Q Kt to Q 2 (*g*)	13 Kt to K 2
14 K R to K sq	14 Kt to Kt 3
15 Q R to Q sq	15 P to Q B 4
16 Kt to K 5	16 B to Kt 2
17 Kt takes Kt	17 P takes Kt
18 Q to Kt 4	18 Q to B 2
19 Kt to K 4 (*h*)	19 P to B 5
20 Kt to Kt 5 (*i*)	20 Q to B 4
21 P to Q 4 (*k*)	21 Q to Q 4
22 B to B 2	22 P to B 4 (*l*)
23 Q to B 3	23 Q takes Q
24 Kt takes Q	24 B takes Kt
25 P takes B	25 K to B 2
26 R to K 5	26 Q R to K sq
27 Q R to K sq	27 R takes R
28 R takes R	28 R to K sq

29 R takes R	29 K takes R
30 B to Q sq	30 K to K 2
31 B to K 2	31 K to K 3
32 K to B sq	32 K to Q 4
33 K to K sq	33 P to R 4
34 K to Q 2	34 P to Kt 5
35 B to Q sq	35 P takes P ch
36 P takes P	36 B to Q sq
37 B to R 4	37 P to Kt 4
38 B to K 8 (*m*)	38 K to K 3
39 B to Kt 6	39 K to B 3
40 B to R 7	40 K to B 2
41 B takes P (*n*)	41 K to K 2
42 K to B 2	42 P to R 5 (*o*)
43 K to Kt 2	43 B to R 4
44 P to R 3	44 B to Q sq
45 B to B 2	45 K to K 3
46 B takes P	46 B to R 4
47 B to B 2	47 B to B 2
48 B to R 7	48 K to B 2
49 B to B 5	49 K to K 2
50 K to B 2	50 B to R 4
51 B to R 7	51 K to B 2
52 B to Q 3	52 P takes B
53 K takes P	53 K to K 3
54 P to Q R 4	54 K to Q 4
55 P to B 4 ch	55 K to Q 3
56 K to K 4	56 B to Q sq
57 K to B 5	57 B to B 3
58 P to Q 5	58 B to Q sq (*p*)
59 K to Kt 6	59 K to B 4
60 K to B 7 (*q*)	60 K takes P
61 K to K 8	61 B to B 2
62 Resigns. (*r*)	

Notes.

(*a*) The *Handbuch* (fifth edition) pronounces this Black's best move

(*b*) He may also play P to Q 3, upon which, if White Castles, Black can reply B to Q 2.

(*c*) In this position P to Q 3 is the correct move.

(*d*) White ought now to obtain an advantage by Q to K 2, *e.g.*

9. Q to K 2 — 9. Castles
10. Q to K 4 &c.

(*e*) Black's best move here appears to be K to R sq, followed by P to K B 3 if the K P be further attacked, as White can gain nothing by taking K P with Kt and then playing P to Q 4.

(*f*) Surely Q to K 4 would be stronger.

(*g*) Here again we prefer Q to K 4 for White.

(*h*) Threatening Q takes Kt P, which obviously cannot be played at once without losing a piece.

(*i*) He would have done far better to take the P first, *e.g.*

20. P takes P	20. P takes P
21. Kt to Kt 5	21. K R to K sq

(If Black play Q to B 4 here, White replies 22 R to Q 4; and if Q to B 3, the answer is 22 B to R 4).

22. Q to R 4	22. R to K 6 (best)
23. Q to R 7 ch	23. K to B sq
24. Q to R 8 ch	24. K to K 2
25. Q takes P	25. R to K B sq
26. Kt to R 7	26. R to Q B sq
27. Q to B 6 ch	27. K to K sq
28. B to R 4 ch, and wins.	

(*k*) White cannot play Q to R 4 now, with advantage, on account of Q takes P ch, &c., and R to Q 2 would be met by the rejoinder B to Q sq.

(*l*) Black now frees himself from danger by forcing the exchange of Queens, and Bishops being on different colours, the game looks like a draw.

(*m*) B to Q 7 compelling P to Kt 3, and then B to K 8 was the proper play.

(*n*) White has won this P cleverly enough, but it does not help him much, for the Black King is always able to prevent his B from gaining such a position as to win the Q B P. White's best chance seems to be to give up the B for the P by B to Q 3.

(*o*) Highly injudicious, losing a valuable P, and giving White a much better prospect of victory.

(*p*) If Black play K to B 4 here, White wins by P to R 5, and we believe that this move would win in any case.

(*q*) Here again it seems to us that Black must lose if White play P to R 5.

(*r*) White's game is now lost, for if he play K to Q 7, Black retires the B to R 4, and has time afterwards to win the Q R P, and giving up his B for the Q P when advanced, to go after the doubled Pawns with his King.

Game 58.—Played at Clifton.

(*Giuoco Piano*).

White (Rev. J. Greene).	Black (Allies).
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q to Kt B 3
3 B to B 4	3 B to B 4
4 Castles	4 P to Q 3
5 P to Q 3	5 Kt to B 3
6 Kt to B 3	6 Castles (*a*)
7 Kt to K 2	7 B to K Kt 3
8 Kt to Kt 3	8 Kt to Q 5
9 P to B 3	9 Kt takes Kt ch
10 P takes Kt	10 B to R 6
11 R to K sq	11 Q to Q 2 (*b*)
12 P to Q 4	12 B to Kt 3
13 P to B 4	13 P takes K B P (*c*)
14 B takes P	14 P to K R 3 (*d*)
15 P to K 5	15 P takes P
16 B takes P	16 Q to B 3
17 P to Q 5 (*e*)	17 Q takes B
18 B takes Kt	18 P takes B

19 Q to K B 3 (*f*)	19 Q to K R 5 (*g*)
20 R to K 4	20 Q to Kt 4
21 K to R sq	21 P to K B 4
22 Kt takes P	22 Q takes Kt
23 R to Kt ch	23 K to R 2
24 R to K B 4	24 Q to Q 2
25 R to K B 6 (*h*)	25 B takes K B P
26 R takes K R P ch	26 K takes R

27 Q to B 6 ch, and mates next move.

Notes.

(*a*) B to Kt 5 seems preferable at this point, for if White drive back the B by P to R 3 and Kt 4, Black can obtain a strong attack by giving up their Kt for the two Pawns.

(*b*) P to B 3 would perhaps be a better continuation.

(*c*) An error of judgment; the right course was to take Q P, and then play P to Q 4.

(*d*) Weak, here again P to Q 4 appears to be the best move.

(*e*) Was this an intentional sacrifice, (if so, it was unsound), or did Mr Greene overlook that he could save his piece by B to B sq?

(*f*) R to K 4, followed, if the Q retreated to B 4, by R to K B 4, would have been a stronger mode of continuing the attack.

(*g*) Here Black, we believe, should have played K to R 2. White could could not then move his Kt, on account of the reply R to Kt sq (ch), and if he proceeded with Q takes P, or R to K 4, Black would take the Q P, and soon be out of danger.

(*h*) The concluding moves are played in capital style by Mr Greene.

CORRESPONDENCE.

(To the Editor of the Chess Player's Chronicle).

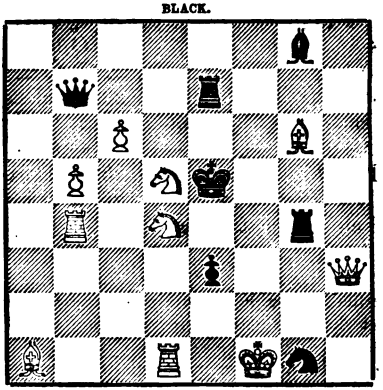
SIR,—Mr Barbier's article on "Problem Construction" in your April No. possesses many features of interest, especially at the present time, when the necessity of some approach to uniformity in the methods of estimating the relative merits of competing problems is beginning to be recognized.

I have followed out the proposed alterations in the two problems quoted, and do not see any serious flaw in the indictment, though I cannot speak with confidence in regard to the 3 mover, for which the composer may possibly still have a valid defence. It is chiefly to the 2 mover I wish to refer, and it seems to me that no exception can be taken to the proposed improvements, although there is one error in a minor point, for which I don't think the *printer* can be blamed—beginning about line 14 on p. 75—"There would be a mate next move with the other R at R 4." This would not be mate, as K could move to Kt 4; but R to B 5 would do it; therefore the reasoning is still sound.

It seems likely that this problem took a prize in consequence of the beauty of the idea, as the first move leaves 4 squares for the B K, all of which are again commanded by the second.

The way in which the second move unmasks the 2 Rs is very striking; but if you refer to the *Illustrated London News* of Nov. 7, 1874, you will see that this part of the idea is not new; for it is there embodied by Mr J. O. Howard Taylor in a most brilliant conception, (vide diagram), which will, I think, be

BLACK.



WHITE.

White to play and mate in two moves.

allowed to be far superior to Bayer's; but it is only the priority of its publication to which I wish particularly to refer. The reason that I remembered it so well is that it happens to be the first problem I ever seriously examined; and indeed it first suggested to me the idea of attempting composition. One thing more I must allude to, and then I will no longer tax your patience. In a foot note referring to variations, they are stated to be "doubtful ornaments," and when they are seriously *added* to a problem this is certainly the case; but surely a problem may have two or even three good ideas in it; and is it not better, when possible, to embody these in one carefully finished work of art, instead of flooding the market with a number of problems containing only one idea each?—Yours sincerely, J. PAUL TAYLOR.

CHESS INTELLIGENCE.

*** SECRETARIES OF CLUBS AND OTHERS *are invited to assist us in making our record of the month's doings as complete as possible.*

A Bi-monthly Chess Magazine is being published at Mexico, called *La Estrategia Mexicana*, edited by Señor Vasquez, a brilliant player, and distinguished problemist. Printed in Spanish, this journal contains a large variety of choice matter; the games being chiefly those played in the club at Mexico, which counts a great number of members.—*La Stratégie.*

A new Club has been established at Lima, which is open every evening, and in which a tourney is in progress under somewhat novel conditions. The tourney is divided into three stages, in the first of which each competitor plays one game with every other; the winners of two-thirds of their games in this round play two games against the others in the second, and the winners of the same proportion of their games in that stage play three games with their co-survivors in the final round.—*Westminster Papers.*

The last number of the *Nordisk Skaktidende* publishes a Latin poem on Chess of the 10th or 11th century found lately in MS. in the library of the convent at Einsiedln. The poem is 98 lines in length, and is accompanied

with a translation into Danish verse. If any of our readers have sufficient leisure and inclination to give a similar English rendering to the poem, with a view to publication in this magazine, we will gladly send them the original.

The award of the judges in the Problem tourney of the *Nuova Rivista* has been made. The first prize has been assigned to the compositions bearing the inscription "Leonie," the second to those of "Beatrice," and the third to "Tanto monta." The real names of the successful competitors have not yet been announced; and the Italian journal, remarking that the result of the competition had left not a little to be desired with regard to the correctness, though not the number of the compositions, puts forth the programme of a second international tourney. Three prizes will be given, and each competitor must send to the Editors of the *Nuova Rivista* (1 Via Michon, Leghorn) before the end of August one direct problem in 3 moves, bearing a motto, and accompanied by a sealed envelope superscribed with the same motto, and containing the name and address of the composer. More than one problem may be sent by the same composer, but each must bear a different motto.

The programme of the forthcoming Anderssen Festival at Leipsic is published in the *Schachzeitung;* it is as follows:—July 15th. Assembly in the evening at the Schützenhaus. Greeting of strangers. Free games, possibly a consultation game. July 16th and 17th. Beginning and continuation of the tourney for masters, and of the other chief, and two secondary tourneys. July 18th, Morning. The same continued. At noon, Festival dinner. Presentation of a gift of honour to Anderssen. Announcement of the victors in the Problem Tournament. Evening. Discussion as to the establishment of a general German Chess Association. July 19th, Morning and Afternoon. Continuation of the tourneys. Evening. Blindfold play, and a formal consultation game between the masters who are present. July 20th, Morning. Problem Solution Tourney. Continuation and possible ending of the still pending game tourneys. At the Close. Prize distribution to the winners.

The *Huddersfield College Magazine* continues its lively account of Mr Bird's visit to Canada, and concludes with the following remark from a member of the Montreal Chess Club:—"His visit has marked an epoch in the history of our Club. We shall long remember his pleasant face, his genial manner, his mirthful stories, and his masterly skill in the Royal Game."

The Café International at New York has lately been re-opened, and the accompanying description of it by Capt. Mackenzie is taken from *Turf, Field, and Farm:*—

"The Café International, in its new quarters, No. 699, Broadway, was opened to the public on Saturday last, the 24th inst.

"This famous resort for chess players, as well known nowadays to the chess-playing fraternity as Simpson's Divan in London, or the Café de la Regence in Paris, possesses considerable advantages over both the last-named, inasmuch as within its limits are to be found a first-class restaurant, a billiard-saloon, besides the chess and reading-rooms, the latter of which we believe to be perfectly unique of its kind, no less than 300 newspapers from all parts of the world being there kept on file.

"The chess-room, in which our readers will naturally take the most interest, contains twenty-eight tables, with ample facilities for more if necessary, and the chess-boards, which are fastened into the tables, are made of plate-glass nearly half an inch thick, the squares being painted underneath, so as to obviate the necessity of what is so common with the ordinary boards, that of re-painting the squares every two or three months.

"The chess library is the largest in the country that is open to the public,

consisting of about 400 volumes. In short, for a chess enthusiast, no better spot could be found in which to while away an afternoon than the chess-room of the Café International.

"Arrangements are now in progress for a series of consultation games between the leading players of New York and vicinity. A tournament is also spoken of, so the chess season connected with the opening of the Café International, in its present premises, appears likely to be an unusually active one.

"Mr Lúders, the energetic proprietor, who has done so much for chess already, has fitted up the Café in the most elegant style, and we trust will meet, in his new enterprise, with the success which he so richly deserves."

The handicap tourney of the Liverpool Chess Club resulted in Mr Allaire, who received the P and move, winning the first prize; Mr Soul of the first-class obtained the second.

The prizes in the annual tourney of the Dublin Club were carried off by Messrs. Prim, Melhado, and Woollet in tourney No. 1, and by Messrs. Hassan, Gerahty, and Maxwell in Tourney No. 2.

We regret to state that Mr Blackburne's ill health compels him to postpone for the present his intended match with Dr Zukertort.

The meeting of the Counties Chess Association will commence at Birmingham on July 30th. All entries must be made by July 28th. Names and subscriptions to be sent to B. W. Fisher, Esq., New College, Leamington, or to S. G. Kempson, Esq., 57 Bristol Road, Birmingham.

The 22d annual meeting of the West Yorkshire Chess Association took place, we hear, on April 28th at Bradford, but as we have received no account of the meeting, we are unable to give particulars. The next meeting, we understand, is to be held at Leeds.

CHESS LITERATURE.—V. de Linde possesses the largest chess library in the world. It numbers 1300 volumes. Next comes Remington Wilson's. Professor Allen's numbers 1000. Von der Lasa's and Franz's each numbers about 800. Of public libraries the largest chess collection is in the Berlin Library.—*Chess Record.*

It appears from Dr Van Linde's "Geschichte und Litteratur des Schachspiels" that the total number of works on the game of chess published since A.D. 850 is 2209. Many of these are of course in MS. We suspect the productions of A.D. 850 must have developed but an indifferent imitation of the modern game. Dr Linde's great work is by far the most complete ever published, and may be recommended as a model of learning and research. No such book could indeed be produced but by a man of wealth and leisure.—*Sportsman.*

MEDIÆVAL CHESSMEN.—It may interest many of your numerous readers to know that in case H, in the British Mediæval room in the British Museum, there are sixty-seven chessmen, carved out of walrus tusks 600 years ago. They are from about 2 in. to 5 or 6 in. high, and very curious specimens of ivory carving. The six kings and five queens are seated in arm-chairs; the thirteen bishops stand, and there is something to be said about their mitres; fourteen knights are mounted on the very smallest of Shetland ponies, reminding one of mounted knights of the thimble in a burlesque at the Adelphi some forty or fifty years ago; the ten warders (castles) are armed men, with shields very nearly as long as the warders are high. There are also some curiously carved draughtsmen. The chess and draughtsmen were all found in the sand at Uig, Isle of Lewis, Hebrides. The locality in which they were found,

together with the diminutive size of the horses, may suggest that their carver was a native of the far away western islands of Scotland; that at that time chess was known there, although the game is not once alluded to by Shakespeare; and that the carver had never left his island home sufficiently to become familiarly acquainted with the splendid proportions of the chargers of noble knights.—W. Webb, in the *Field.*

From our Australian exchanges we learn that in Melbourne the return match Married v. Single members of the Chess Club, came off on January 25, resulting in a victory for the latter by 3 games to 2 and 1 draw. In the absence of Mr Burns, Mr Sedgefield like last year met the champion bachelor, Mr L. Goldsmith, the result being again a draw. The President, Mr E. F. A'Beckett, was then entertained by the members at a banquet, at which the "song and feast did flow" until the "wee sma' oors ayont the twal'," when the company separated after spending a pleasant evening together. The minor tournament is still proceeding, Mr R. Stephen having a decided lead by 8 to 4.

NOTICES TO CORRESPONDENTS.

A. Burns, Melbourne. We will gladly exchange with you, and hope you received the numbers already sent, which are all yet published. No copies of the *Leader* have come to hand at present.

Editor *Adelaide Observer.* Your papers and Chess column slips have reached us.

W. S. Hallock, Hannibal, Mo. Please forward your three last numbers, as we have received none since that of February. We replied to your request by letter.

G. B. C., Sheffield; H. G., Grimsby; and others. Your complaints have been attended to, and we hope there will be no further occasion for them.

H. B., Dolphinholme. Thanks for the problem.

J. C., Hull. We are afraid your ingenious composition is not admissible, as it does not conform to the recognised laws of the game.

W. T. P., London, and A. B. S., Horncastle, are thanked for their end-games.

W. M. G., Oxford. Problem 31:—

1 R to K Kt sq	1 B moves
2 R checks	2 B to Kt sq
3 B to Q 8	3 B to Q 3
4 B dis ch	4 B interposes

SOLUTIONS OF PROBLEMS.

	WHITE	BLACK.
No. XXXIII.—	1 P to Kt 7	
No. XXXIV.—	1 Kt to Q 5	1 P to Kt 3 or Kt 4
	2 Kt to Q 8	2 Anything
	3 Kt mates	
		1 P to B 3 or B 4
	2 Kt to Kt 6	2 Anything
	3 Kt mates	
		1 P to Kt 6
	2 Kt to Kt 5	2 Anything
	3 Kt mates	
		1 P to R 5
	2 Kt to K 3	2 Anything
	3 Kt mates	

No. XXXV.—1 Q takes P
2 Q to Q 2
3 Q mates

1 Kt to Q B 4, or Kt takes P
2 Anything

1 B to Q R 3, or Kt to Q Kt 3
2 Q to Q B 3 ch
3 P mates
2 K takes Kt

No. XXXVI.—1 Q to Q R sq
2 Q takes P ch
3 Q mates

1 P takes Kt
2 K moves

1 P to Q 7
2 Q to K R sq ch
3 Q mates
2 K moves

No. XXXVII.—1 Q to K B 8
2 Q to B 4
3 Kt to Q 6 ch
4 Kt mates

1 Kt to R 5
2 Q takes Q
3 Q takes Kt

2 Kt to B 6 ch
3 Kt takes Kt
4 B mates
3 Anything

1 Kt to Q 6
2 P takes Kt ch
3 Q to B sq ch
4 Q mates
2 K takes P
3 K moves

1 R to R 4 or B to Q B 2
2 Q takes Q
3 Q takes B
4 Kt mates
2 B to B 5
3 Anything

No. XXXVIII.—1 K takes Q P
2 K takes P on B 4
3 K to Q Kt 6
4 Kt mates

1 B to K 5 ch
2 R to Q 7 or Kt checks
3 Anything

2 R to K B 5
3 Kt to Q 4 ch
4 Kt mates
3 K moves

No. XXXIX.—1 Q to K R 3
2 Q takes R P
3 Q takes Kt
4 Q Kt or B mates

1 Q to K Kt 4 (best)
2 Q takes R
3 Anything

No. XL.—1 K takes P
2 K to K 6
3 P to B 6
4 P to Q 6
5 P to Q 7
6 K to Q 6, and wins

1 Kt to B 3 ch
2 Kt takes P ch
3 Kt takes B
4 P takes P
5 Kt to B 4
6 Kt to Q 5 ch

CORRECT SOLUTIONS.—S. A. Sillem has solved No. 34; F. Christie, 35; F. W. Davis, 33, 38; W. Johnstone and Emile Frau, 33, 34, 35, 36; W. M. Gattie, 33, 34, 35, 38, 40; H. Blanchard and "Zeus," 33, 34, 35, 36, 38, 39; W. Furnival, 33, 34, 35, 36, 37, 38, 39; "Cant," 33, 34, 35, 36, 37, 38, 39, 40; also W. Johnstone, 25, 26, 27, 28, which we omitted to credit him with in last number.

We shall be glad to acknowledge any Solutions of Problems which we may receive before the 20th of each month.

PROBLEMS.

Under the supervision of JOHN CRUM, 16 *Bothwell Street, Glasgow, to whom all Communications connected with Problems, Solutions, &c., should be addressed.*

No. 41.—By J. CRUM.

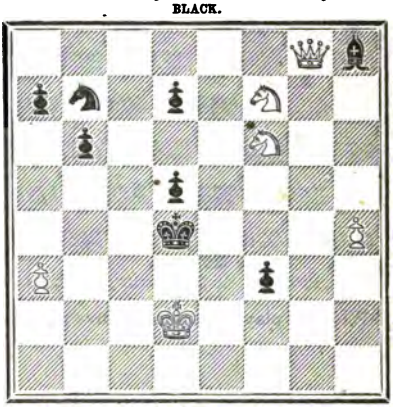
BLACK.

WHITE.

White to play and mate in two moves.

No. 42.—By C. W. of Sunbury.

BLACK.



WHITE.

White to play and mate in three moves.

No. 43.—By H. BLANCHARD.

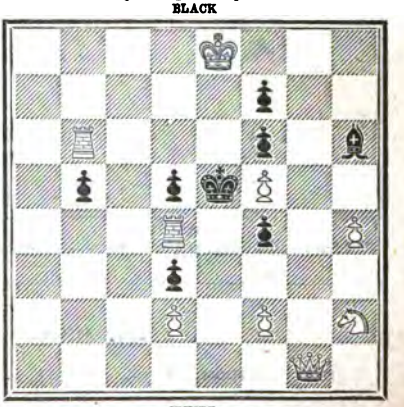
BLACK.

WHITE.

White to play and mate in three moves.

No. 44.—By Sergt.-Major M'ARTHUR.

BLACK



WHITE.

White to play and mate in three moves.

The following four Problems can all be represented on one Diagram, as on the cover of the Magazine. We give them separately for the convenience of our readers.

No. 45.—By H. F. L. Meyer.

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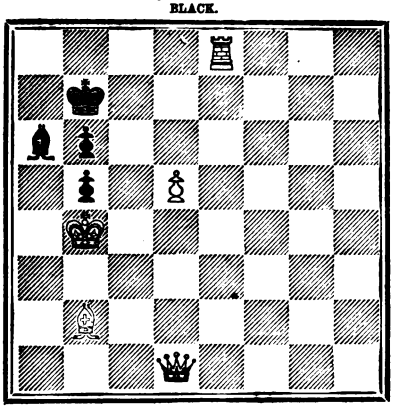

WHITE.

White to play and mate in three moves.

No. 46.—By H. F. L. Meyer.

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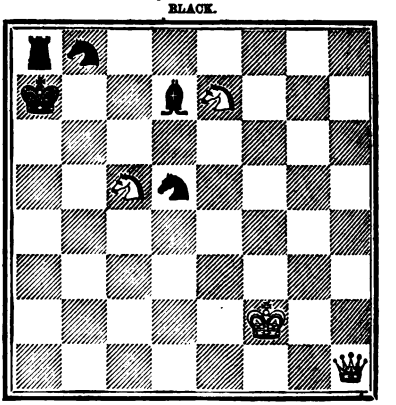

WHITE.

White to play and mate in three moves.

No. 47.—By H. F. L. Meyer.

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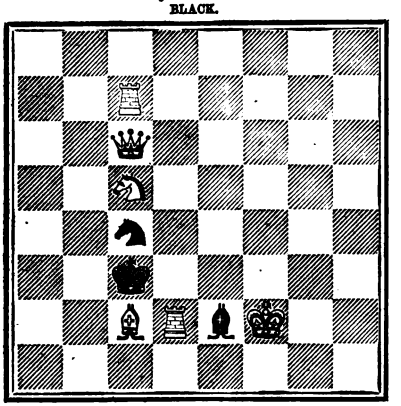
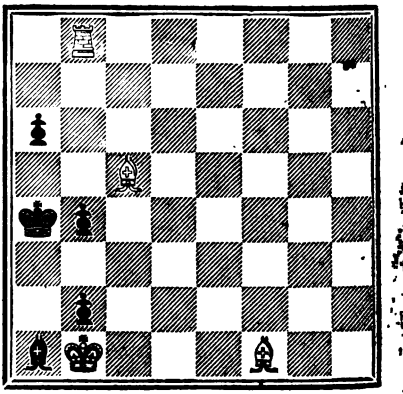


WHITE.

White to play and mate in three moves.

No. 48.—By H. F. L. Meyer

BLACK.



WHITE.

White to play and mate in three moves.

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The Chess Player's Chronicle.

2nd JULY, 1877.

A SKETCH OF CHESS LITERATURE.

*** It is proper to state that this Sketch was written nearly in its present form early in 1876, and before the appearance either of Mr Staunton's "Laws and Practice" or of Mr Potter's article in the Encyclopædia Britannica.

The literary history of Chess dates from about the middle of the ninth century. It is at this period that the series of Arabic and Persian MSS. commences, from which several problems were selected by Dr Forbes, and published in his History of Chess. We have also specimens, first printed in 1837 in *Le Palamède*, from an early French MS. of Nicolas de St. Nicolai, dating from the thirteenth century, and preserved in the Paris library; and from another French MS. at Wolfenbüttel, of about 1350. To judge by the examples given in the German *Handbuch* (fifth edition), the problems and end-games of medieval Europe were mostly of Oriental origin. The position celebrated all over the East as Dilaram's Problem, given by Forbes, and after him by Staunton,* from a MS. in the British Museum, occurs with slight variations (but retaining the peculiar leap of the Bishop over his own men) in the MS. of Nicolas de St. Nicolai.

These works are mostly of an encyclopædic character, miscellaneous repertories of the knowledge of those times, and none of them appear to have been exclusively devoted to Chess. The earliest treatise in which the moves are described is the "Liber de moribus hominum et officiis nobilium super ludo Scacorum" of Jacobus de Cessolis, a monk of Cessoles in Picardy, about the year 1300. This writer treats chiefly of the morals of Chess, and not of the practice of the game; he mentions, however, the Pawn's privilege of moving two steps at its first advance, a Western innovation which has only made its way to the

* See Forbes, p. 99. "Laws and Practice," p. 13.

original home of Chess in quite recent times. The work of Friar Jacques is preserved in many MS. copies in various European languages, and an English translation, under the title of "The Game and Playe of the Chesse," was one of the earliest publications of the Caxton press.*

The period when the game assumed its present form, towards the year 1500, is also that of the general diffusion of the art of printing. From that time to the present, there has appeared a constant succession of books on Chess, amounting in the whole (reprints and new editions included) to many hundred volumes. The most complete catalogue of these, up to 1846, is to be found appended to Mr George Walker's last treatise, his "Art of Chess Play."† We shall here mention only the more important works, especially those which have formed epochs in the progress of Chess theory. The series begins with the two Spanish writers, Vicent (1495) and Lucena (1497). The former wrote in the Catalan dialect of Spanish; we transcribe the curious title from the *Handbuch*, "Libre dels jochs partitis dels schachs en nombre de 100 ordenat e compost par mi Francesch vicent natural de Segorbe," with the colophon, "en la insigne ciutat de Valencia e estampat per mans de Lope de Roca Alemany et Pere trinchet librere," 1495, 4to. The disappearance of the only known copy of this work is among the many misdeeds laid at the door of the Spanish Carlists. In the war of 1834, the library of the Convent of Monserrat, near Barcelona, was removed for safety to Madrid, and since then the book has never been found. It is possible that, in quieter times than the present, search in the libraries of Madrid and Catalonia would be rewarded by the discovery of further copies. The work of Lucena, in Castilian, is also of extreme rarity, only four copies being known to exist. One of these is in the British Museum. Lucena gives openings as well as end-games; he touches upon the Giuoco Piano, and the opening now named after the later Spanish author, Ruy Lopez; standing as he does upon the border land between medieval and modern Chess, he gives in some of his problems the limited move of the Queen, calling her *Alferezza*, in others the enlarged powers of the modern game, and then calls her *la Dama*.

The next important author is Damiano, a Portuguese, who was much indebted to Lucena. His book first appeared in 1512, but it was frequently reprinted, and is by no means rare. We have seen two distinct editions, both dated 1514, one in Gothic, the other in Roman type. The end-games are given on diagrams, with explanations both in Italian and Spanish. Owing to the rarity of the works of his two predecessors, Damiano has often been mistakenly supposed to be the earliest writer on Chess. The Chess fame of the Peninsula soon came to an end. In 1561 Ruy Lopez de Segura, a Spanish ecclesiastic,

* This has hitherto been reckoned the first book printed by Caxton at Westminster. Recent investigations, however, in connection with the Caxton Festival of 1877, have shown, we understand, that both it and the "Recuyell of the Histories of Troye" were really printed at Cologne before his return to England.

† Van der Linde's work, which we have not seen, besides being brought down to the year 1874, appears to be still more complete in the earlier portion.

published a work containing many noteworthy discoveries in the openings of games, and was rewarded with a bishopric by Philip II. Since then neither Spain nor Portugal has produced an original work on the game. During the 16th and first half of the 17th century, Chess was much cultivated in Italy, where clubs (*Accademie*, as they are called by Salvio) helped to bring players together. The two most celebrated players were Paolo Boi of Syracuse, and Leonardo da Cutri, called Il Puttino, or the "Small Boy," who about the year 1575 gave public exhibitions of their skill in various European capitals. Some specimens of their play are thought to be preserved in the MS. of Giulio Cesare Polerio, dating about the year 1610, and now we believe in the Paris Library. This MS. has not yet been published entire, but extracts from it have been given in Chess periodicals within the last few years. The most important works of this period are those of Gianutio (1597); Salvio, Naples 1604, and a second edition in 1634; Pietro Carrera, Syracuse 1617, and Gioachino Greco, the Calabrian, Rome 1619. Greco's games, whether actually played or composed by him, are gems of unusual brilliancy; his work was speedily translated into English, French, and other languages, and has been frequently reprinted down to the present time. For about a century after Salvio's last edition nothing was done for the development of Chess theory. Older authors, especially Greco, were reprinted; and a work published anonymously at Lausanne in 1698 contains a few original variations. A period of fresh activity began with an English writer, Captain Joseph Bertin, London 1735. In this work, among other novelties, appears the Cunningham Gambit, named after an eminent Scottish player, and the first sketch of the principles of Pawn play, afterwards worked out in detail by Philidor. Stamma, a native of Aleppo, followed shortly after Bertin, and has much in common with him: his first edition was published in French (Paris 1737), another in English (London 1745), the author having in the interval become Translator of Oriental Languages to King George II. Stamma ranked as the second best player of his time, inferior only to Philidor. We have now reached the period of French ascendency in practical play, and to some extent in theory also, which continued until recent times. François-André Danican Philidor (1726–1795), the greatest name in this school, born at Dreux, the son of a musician, and himself a chorister in the Chapel Royal of Louis XV., obtained some note as a composer both of church music and of operas, but is better known as the most famous name in the annals of Chess. He undoubtedly reigned supreme in his own day, but it may be questioned whether some later champions have not a better title to be regarded as the finest players on record. His published games assuredly bear out this criticism; but it must be remembered they all belong to the latter part of his life, and the possible decline of his Chess powers. Philidor attained his early mastery of the game through practice with M. Kernuy de Légal, a Breton *gentilhomme*, whose long life extended through almost the whole of the eighteenth century, and who, among French players, was surpassed only by his celebrated

pupil. Philidor's *Analyse Nouvelle du Jeu des Echecs* first appeared in 1749, when the author was a very young man; it was improved in various subsequent editions during his lifetime, but the ground-work remained the same. His latter days were passed in England, and his death hastened, it is said, by grief and horror at the French Revolution. The *Analyse*, which is almost entirely original, is an expansion of the maxim, "Les Pions sont l'âme des Echecs:" he exaggerates, however, the importance of a "centre of Pawns," and this one-sidedness detracts somewhat from the practical value of the book. In the treatment of the Giuoco Piano, of the Gambits, and of the end-games, it is inferior to the writings of the contemporary Italian school. The work of Philidor has passed through countless editions in various languages. The latest and best English edition is that by George Walker, London 1832, 12mo. The French school also produced *Traité des Amateurs*, Paris 1775, the work of the frequenters of the Café de la Régence in the Rue St. Honoré, then as now the head-quarters of Parisian Chess. A leading feature in this work is the treatise on games at odds, which had also engaged the attention of earlier writers, especially of Salvio. Contemporary with these French authors, but working independently, and on very different lines, was a series of very able writers in Italy, from Ercole del Rio (1750) through Lolli (1763) and Cozio (1766) to Ponziani (1769 and 1782). Of these writers, Cozio was a Piedmontese of Casale, the other three natives of Modena; and as the works of Ercole del Rio and Ponziani were both published anonymously, they have sometimes been referred to as "the anonymous Modenese" and the "second anonymous Modenese."* The Italians of the eighteenth century worked out with great ability the Giuoco Piano and other branches of the King's Knight's Opening, and the Gambits; they also, and especially Ponziani, whose work is the most complete and useful prior to the nineteenth century, did much for the theory of end-games, while Philidor and the French school threw their chief strength into the King's Bishop's Opening and the close games. Philidor had asserted, and endeavoured with considerable ingenuity to prove, that a Rook and Bishop ought always to win against a single Rook; the Italian school maintained that, in average positions, the game ought to be drawn; and an exhaustive analysis in recent times has shown the correctness of the latter view. The succession of great French players was continued during the early part of the present century by Des Chapelles (1780–1847) and his pupil La Bourdonnais (1797–1840).

* A singular mistake occurs in Mr Staunton's notice of Ponziani. He calls him "Domenico Canonico Ponziani, an advocate," and evidently thinks that Canonico was one of his Christian names. The fact is that Ponziani practised at the bar until middle life; he then took orders, and was shortly afterwards made a Canon of Modena Cathedral. (See his life in the *Chess World*, II. 327, reprinted from the *American Chess Monthly*). By becoming a Canon he did not cease to be an advocate; and in accordance with the usage of the Church of Rome, which places the ecclesiastical rank between the Christian and surname, he is called, in the publisher's preface to the edition of 1782, "Sig. Avvocato Domenico Canonico Ponziani."

Each of these passed for the champion player of his time; but Des Chapelles wrote nothing, he did not even preserve his own games; and La Bourdonnais' Treatise (1833) added little to the science of the game. Meanwhile a school of writers had arisen in England, for whom Mr Walker justly claims the credit of having founded modern Chess theory, by fusing the Italian and French schools of the last century. These were J. H. Sarratt (died 1821), W. Lewis (1787–1870), and the still living George Walker. All these, especially the second, belonged to the first rank of players; and their numerous works, which included original treatises and translations of the older authors, but which need not here be mentioned in detail, undoubtedly paved the way for the modern German school, which we are next to describe. In justice, however, to Mr Walker, we remark in passing that his last work, the "Art of Chess Play" (1846), is superior to every previous English treatise on the game, and its chatty and readable style is still unsurpassed.

The first noteworthy German writer on Chess is Duke August of Brunswick-Lüneberg, who in 1616 published a treatise under the anagrammatic name of Gustavus Selenus, *Das Schach oder König-Spiel* u. s. w. The reputation of this work is owing, perhaps, rather to the princely rank of its author, than to its intrinsic importance, as in the practical part it is little more than a translation of Lopez. After a long interval we find in the early part of the present century two distinguished writers, Johann Allgaier (1763–1823) and J. F. W. Koch, a Lutheran pastor of Magdeburg, who published his successive editions between 1801 and 1828.* But these, and indeed all previous works in all languages, were cast into the shade by the German *Handbuch* of Von Bilguer and Von Heydebrand und der Lasa. Towards the year 1839, there were assembled at Berlin a group of first-rate, mostly young players, of whom the most conspicuous were Dr Bledow (1795–1846), Wilhelm Hanstein (1811–1850), P. R. von Bilguer (1815–1840), the late Herr Mayet, and, the youngest and perhaps the ablest of the band, Herr, now Baron, von Heydebrand und der Lasa. The enthusiasm of Bilguer for the game led him to plan a work which should combine all that was best and most useful in previous writers with the independent researches of himself and his associates, daily comparing notes and testing theory by practice. Every opening was thoroughly re-examined; each player took some opening for his especial province: thus Mayet wrote the article on the Ruy Lopez attack, Bilguer himself chose the Two Knights' Defence. The first fruits of his labours appeared in 1839 in an elaborate monograph of that opening, *Das Zweispringerspiel im Nachzuge* u. s. w. Bilguer did not live to witness the completion of the *Handbuch*, which his coadjutors inscribed with his name, as its projector and principal author. The first edition of the complete work was published in 1843, and in four subsequent impressions (the last in

* Staunton is again unlucky in his notions of Church titles, a subject about which, perhaps, he troubled himself little. The *Handbuch* calls Koch a "Prediger," (*i.e.* preacher, the usual designation of Protestant ministers in Germany): this he incorrectly translates "priest."

1874) it has fairly kept its place at the head of all Chess treatises, ancient and modern. This lasting superiority is due to the constant and judicious superintendence of the editor, Baron von Heydebrand, a distinguished Prussian diplomatist, who in the midst of his political labours has found time to incorporate every important novelty in the successive editions, and has kept pace with the latest developments of Chess theory. Since becoming a conspicuous public man, he has withdrawn his own name from the title-page of the two last editions, and it now appears with the name of Bilguer only. In its present form the *Handbuch* is his far more than Bilguer's.

The work of Major Jaenisch, a Russian, *Analyse Nouvelle des Ouvertures du Jeu des Echecs*, 2 vols., 1842-3 (English translation by Walker, 1847), appeared almost simultaneously with the *Handbuch*. The contrast between the two books is striking, and illustrates the disadvantage under which the most penetrating Chess genius must labour, when working in solitude and apart from the great centres of practical play. The *Analyse Nouvelle* is more original than the *Handbuch*, but it is much less complete and useful. Originality is, in fact, the rock upon which this author has split; he everywhere shews the most untiring patience, combined with unsurpassed analytical power; but while anxious always to bring out the results of his own researches, he has less judgment than the authors of the *Handbuch* in selecting the practically useful and the theoretically sound. Hence his work is wanting in proportion, redundant in some parts, defective in others; many variations are inserted, which if tested in a club of first-rate players would have been seen to be worthless, and the end-games are entirely omitted. All subsequent works, including the later editions of the *Handbuch*, have been much indebted to the *Analyse Nouvelle*, but its author, who survived until quite lately, never revised or republished it. The analytical articles by Major Jaenisch in the *Chess Player's Chronicle* and elsewhere showed the same exhaustiveness of treatment, sometimes running, it must be confessed, into long-windedness.

We have now brought down our historical sketch of Chess literature to the appearance of Staunton's *Handbook* in 1847, the first of the long series of works which have done so much to popularise the game in England. These works have been so fully and so recently reviewed in all the Chess periodicals, on the occasion of Mr Staunton's death, that it is unnecessary to discuss them further, and no "epoch-making" book has since appeared in any language. The German periodicals overflow with new analysis, and collections of admirably annotated games, like the "Sammlung neuer Schachpartien" of Dr Max Lange, and the "Theorie und Praxis" of Suhle and Neumann, appear from time to time. But no complete treatise on the game—not even the *Grosses Schach-Handbuch* of Zukertort and Dufresne—has taken the place of the *Bilguer'sche Handbuch* in its enduring vitality; and Dr Zukertort himself, instead of republishing his own book, placed his new material at the disposal of Baron von der Lasa for the last revision of the immortal work.

GAME 59.

Select Reprints, No. VII.—Max Lange's Sammlung Neuer Schach-Partien, 1857, p. 112.

(Scotch Gambit.)

WHITE (Herr Max Lange).	BLACK (Herr von Schierstedt).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 B to Kt 5 (*a*)	4 B to B 4
5 Castles.	5 K Kt to K 2
6 Q Kt to Q 2	6 P to Q 4 (*b*)
7 P takes P	7 Q takes P (*c*)
8 B to Q B 4	8 Q to Q sq (*d*)
9 Kt to Kt 5	9 Kt to K 4 (*e*)
10 Kt takes B P	10 Kt takes Kt
11 B takes Kt (ch)	11 K takes B
12 Q to R 5 (ch)	12 P to Kt 3
13 Q takes B	13 Kt to B 3
14 Kt to B 3	14 R to K sq
15 B to K R 6	15 B to K B 4
16 Q R to K sq	16 Q to Q 2
17 Q to B 4 (ch) (*f*)	17 B to K 3
18 Kt to Kt 5 (ch)	18 K to B 3
19 Q to K 2 (*g*)	19 B to Kt 5
20 P to K B 3	20 R takes Q
21 P takes B (dis. ch)	21 K to K 4 (*h*)
22 R takes R (ch)	22 K to Q 4
23 Kt to K 4	23 K to B 5
24 P to Q R 4	24 Q takes P (*i*)
25 P to Q Kt 3 (ch)	25 K to Kt 5
26 B to Q 2 (ch)	26 K to R 6
27 Kt to B 3	27 P takes Kt (*k*)
28 B takes P	28 Kt to Kt 5

White announced mate in six moves (*l*).

Notes (from Max Lange, revised).

(*a*) This unusual move is described by Max Lange twenty years ago as worth trying in practice, but has not yet found its way into the books. He further observes that if Black answer with 4 B to Kt 5 (ch) the reply is 5 Q Kt to Q 2, and White must recover the Pawn.

(*b*) If 6 P to Q 3, the Pawn is lost by 7 Kt to Kt 3.

(*c*) Had he taken with the Kt, White could continue either with Kt to Kt 3 or Kt to K 4.

(*d*) If 8 Q to Q 3, then of course 9 Kt to K 4; or if 8 Q to K R 4, 9 Kt to Kt 3.

(*e*) Castling was of course out of the question, in the face of the reply 10 Q to K R 5.

(*f*) 17 Kt to Kt 5 (ch), though tempting, would lead only to perpetual check: *e.g.*, 17 Kt to Kt 5 (ch), 17 K to Kt sq, 18 Q to B 4 (ch), 18 K to R

sq, 19 Kt to B 7 (ch), 19 K to Kt sq; now if 20 Kt to K 5 (dis. ch) 20 Q to K 3, and Black's game is fully equal to White's.

(*g*) Nothing was to be gained by taking off the B. The move in the text leads to a brilliant sacrifice, which Herr Lange tells us was also reached in another game, after the usual moves 4 B to B 4, 4 B to B 4, by the following mode of play:—5 Kt to Kt 5, 5 Kt to K R 3, 6 Kt takes B P, 6 Kt takes Kt, 7 B takes Kt (ch), 7 K takes B, 8 Q to R 5 (ch), 8 P to Kt 3, 9 Q takes B, 9 P to Q 4, 10 Castles, 10 B to K 3, 11 B to R 6, 11 Q to Q 2, 12 Kt to Q 2, 12 P takes P, 13 Q R to K sq, 13 K R to K sq, 14 Kt takes P, 14 B to B 4, 15 Q to B 4 (ch), 15 B to K 3, 16 Kt to Kt 5 (ch), 16 K to B 3, 17 Q to K 2. It strikes us that in this variation some of Black's moves are rather accommodating.

(*h*) Obviously the only move.

(*i*) If 24 K to Kt 5, 25 B to Q 2 (ch) wins the Queen.

(*k*) Mate is threatened in two moves; but Herr Lange remarks that the correct defence is 27 K to Kt 7, with the continuation 28 R to Q Kt sq (ch) 28 K takes B P, 29 B to K sq (dis. ch); now if 29 K takes P, 30 R to Q sq mate; but by 29 Q takes R, Black would win. It appears to us, however, that in reply to 27 K to Kt 7, White can still maintain a winning advantage by 28 P to K R 3, followed by 29 P to K Kt 4, if the Queen retreat, 28 Q to K R 4, afterwards mating, as in the last variation; while if 28 Q takes R, Black obtains only a single Rook for his Q, and loses by material.

(*l*) We leave the solution, which is not difficult, for our readers to discover.

Game 60.

Special Reprints, No. VIII.—Transactions of the British Chess Association, 1868-9, *p.* 62.

(*Q B P in K Kt's Game.*)

White (Mr Wisker).	Black (Mr Steinitz).
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3
3 P to Q B 3	3 P to Q 4
4 Q to R 4 (*a*)	4 P to K B 3 (*b*)
5 B to Kt 5	5 K Kt to K 2
6 P takes P	6 Q takes P
7 Castles	7 B to Q 2
8 P to Q 4 (*c*)	8 P to K 5
9 Kt to K sq	9 P to Q R 3
10 K B to B 4 (*d*)	10 Kt takes Q P
11 Q to Q Kt 4 (*e*)	11 P to Q B 4
12 P takes Kt	12 P takes Q
13 B takes Q	13 Kt takes B (*f*)
14 Kt to Q B 2	14 R to Q B sq
15 Kt to K 3	15 Kt to B 5
16 Kt to Q 2	16 P to K B 4
17 P to K B 3	17 Kt to K 7 (ch)
18 K to R sq	18 P to K B 5
19 K Kt to Q 5	19 P to K 6
20 Q Kt to Q Kt 3	20 B to K 3

21. K Kt to Kt 6	21 R to B 7 (*g*)
22 P to Q 5	22 Q B to B 4
23 R to K sq	23 K B to K 2
24 Q Kt to R 5	24 K B to B 4
25 Kt takes Q Kt P	25 B takes Kt
26 Kt to Q 6 (ch)	26 K to Q 2
27 Kt takes B	27 K R to Q B sq
28 B takes P	28 P takes B
29 Kt takes K Kt P	29 R to B 8, and wins.

Notes (from Löwenthal, revised).

(*a*) 4 B to Kt 5 is usually continued, 4 P takes P, 5 Kt takes P, 5 Q to Q 4, 6 Q to R 4, 6 K Kt to K 2. The *Handbuch* now recommends as best 7 P to K B 4, 7 P takes P, 8 Kt takes P at B 3, 8 P to Q R 3 (8 B to Q 2 may also be played), 9 B to B 4, 9 Q to K 5 (ch), 10 K to B 2, 10 B to K 3, even game. If White, instead, exchange Pieces, and attempt to win a Pawn, the following beautiful variation, communicated by Dr Zukertort, is also given in the *Handbuch*:—7 Kt takes Kt, 7 Kt takes Kt, 8 Castles, 8 B to Q 3, 9 R to K sq, 9 Castles, 10 B takes Kt, 10 P takes B, 11 Q takes K P, 11 Q to K R 4, 12 P to K Kt 3, 12 B to K Kt 5, 13 P to Q 4, 13 B to B 6, 14 Q to Q 3, 14 Q R to K sq, 15 B to K 3, 15 R to K 5, 16 Q to K B sq, (if 16 Kt to Q 2, Black mates prettily in three moves,) 16 R to K R 5, 17 Kt to Q 2, 17 R takes P and wins. Black would also win, though less conclusively, by exchanging Queens, *e.g.*, 11 Q takes Q, 12 R takes Q, 12 B to K B 4, 13 R to K 3, 13 B to B 5, and White must at least lose the exchange, for if 14 R to B 3, 14 Q R to K sq is decisive.

(*b*) This move, the invention of Herr Steinitz, seems to give a great deal of resource to the second player, and is now generally considered the best defence in this variation.

(*c*) B to Q B 4 is stronger.

(*d*) The Q P being advanced, must be lost by this move.

(*e*) Had he taken the Queen, Black would in turn have captured Queen, and White could not have taken either of the Pawns attacked by the Bishop without losing a Piece.

(*f*) Examination will prove the last series of moves on both sides the best that could be played.

(*g*) If he had played R to Q B 3, White's most feasible reply would have been P to Q 5, sacrificing the Pawn; nevertheless, the move in the text is still stronger. Indeed, Herr Steinitz plays the whole of the game with his usual ability.

Game 61.

A Tourney Game at the St. George's Chess Club.

(King's Bishop's Game).

White (Prof. Wayte).	Black (Mr Warner).
1 P to K 4	1 P to K 4
2 B to Q B 4	2 Kt to K B 3
3 P to Q 3	3 B to Q B 4
4 P to K B 4	4 P takes P (*a*)
5 Q B takes P	5 Castles (*b*)
6 Kt to K 2	6 P to Q 4

7 P takes P	7 Kt takes P
8 Q to Q 2	8 B to K Kt 5
9 Kt to Q B 3 (*c*)	9 Kt takes Kt
10 P takes Kt	10 R to K sq (*d*)
11 P to Q 4	11 B to Q R 6
12 Castles	12 K to R sq
13 Kt to K Kt 3	13 Q to Q 2 (*e*)
14 B to K Kt 5	14 P to K B 3
15 R takes P	15 P to Q Kt 4 (*f*)
16 R to B 7	16 Q to Q B 3
17 B to K B 6 (*g*)	17 P takes K B
18 Q to K Kt 5	18 Q takes B
19 R takes Q.	19 P takes R
20 Q takes P ch	20 K to Kt sq
21 Q to Kt 5 ch	21 K to R sq
22 Q takes B	22 Kt to B 3
23 R to K B sq	23 Kt to K 2
24 R to B 7	24 R to K Kt sq
25 Q to B 3	

And Black resigns.

Notes.

(*a*) It would be better, we believe, to play P to Q 3, reducing the opening to a variation of the K's Gambit declined.

(*b*) At this point we prefer P to Q 4 for Black, which White should have prevented him from playing at the next move by bringing out his Q Kt to B 3.

(*c*) Perhaps B takes Kt, followed by Q Kt to B 3, and Castles, &c., might have been safely ventured.

(*d*) This was throwing away his advantage, he ought of course to have taken the Kt.

(*e*) B to K 3 was the proper play both here and at the next move.

(*f*) Useless; whereas by B to K 2, and afterwards B to K 3, he would have extricated himself in great measure from his difficulties.

(*g*) Finely played. If now P takes Q B, White wins by Q to R 6; and if Black play B to B sq, or R to K Kt sq, White replies with the decisive move Q to Kt 5.

GAME 62.

We select from the *Stratégie* another game in the match between Messrs Morel and Bezkrowny.

(Scotch Gambit.)

WHITE (Mr Morel).	BLACK (M. Bezkrowny).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 B to B 4
5 Kt to B 5	5 Q to K B 3
6 Kt to Q B 3	6 K Kt to K 2
7 Kt to K 3	7 P to Q 3
8 B to K 2 (*a*)	8 Castles

9 Castles	9 Kt to Q 5 (*b*)
10 K Kt to Q 5	10 Kt takes Kt
11 Kt takes Kt	11 Q to Q sq (*c*)
12 B to Q 3	12 P to K B 4
13 Q to R 5 (*d*)	13 P to K Kt 3
14 Q to R 6	14 P takes P
15 B to K Kt 5 (*e*)	15 Kt to K B 4
16 B to Q B 4	16 Kt takes Q
17 B takes Q	17 R takes B
18 Kt takes B P dis ch	18 P to Q 4
19 Q R to Q sq	19 Kt to K B 2 (*f*)
20 Kt takes R	20 P takes B
21 R takes R ch	21 Kt takes R
22 Kt to Q B 7	22 Kt to K 3
23 Kt to Q 5	23 Kt to Q 5
24 Kt to K 3 (*g*)	24 Kt to K 7 ch
25 K to R sq	25 P to Q B 6
26 P to Q Kt 3	26 K to B 2
27 R to Q sq (*h*)	27 K to K 3
28 R to Q 8	28 B to Q 2
29 R to K R 8	29 Kt to Q B 8
30 P to Q R 4	30 Kt takes Kt P
31 Kt to Q sq (*i*)	31 B to Q 5
32 R takes P	32 Kt to Q R 8
33 R to K R 3	33 K to K 2
34 R to K Kt 3	34 Kt takes P
35 Kt takes P	35 B takes B P
36 Kt to Q 5 ch	36 K to Q 3
37 R to Q B 3	37 B takes P
38 R to Q B 4	38 B to Q Kt 6

And White resigned.

Notes from La Stratégie, revised.

(*a*) The safest square for the B according to Mr Steinitz. We believe B to Q 3 at least equally good.

(*b*) This is not a commendable move; it effects nothing, and loses valuable time; he should rather play B to K 3.

(*c*) It would be better, we think, to take off the B first, which White might have prevented by moving him to Q 3 before.

(*d*) Black's last move was unsound, and this is the proper answer to it.

(*e*) Too much impetuosity in the attack; B takes P would give White the superior position, whatever be the reply of Black.

(*f*) The last five moves of Black have been played with great force and precision.

(*g*) Kt to B 6 (ch) or R to K sq would have been far stronger play.

(*h*) We should prefer Kt to Q sq, menacing R to K sq. White loses the game by taking his R so far away.

(*i*) If 31 P takes Kt, then follows—

	31 B takes Kt
32 P takes B	32 P to Q B 7, and wins.

GAME 63.

A skirmish played last January at the St. George's Chess Club, and published in the *Illustrated London News*, but with insufficient notes.

(Scotch Gambit).

WHITE (Mr Skipworth).	BLACK (Mr Ranken).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P.	4 Q to B 3 (*a*)
5 B to K 3 (*b*)	5 B to B 4
6 P to B 3	6 K Kt to K 2
7 B to K 2 (*c*)	7 P to Q 4
8 P takes P (*d*)	8 K Kt takes P
9 Castles	9 Castles
10 B to B 3	10 B to K 3
11 B takes Kt (*e*)	11 B takes B
12 Kt takes Kt	12 Q takes Kt
13 B takes B	13 B takes Kt P
14 B takes R (*f*)	14 Q to K Kt 3
Resigns.	

Notes.

(*a*) Played to prevent White from planting his Kt at K B 5, for if he now does so, Black gains an advantage in position by

	5 P to Q 4
6 Q takes P	6 Kt to Kt 5
7 Q to Kt 3	7 B takes Kt, &c.

(*b*) Kt to Kt 3, preventing the egress of the adverse K B to B 4 is recommended as the best reply, but it has the demerit of putting the Kt very much out of play.

(*c*) Some players prefer B to B 4 here, retiring the B to K 2 if attacked by Kt to K 4, but in that case we think Black can obtain an excellent game by Q to K Kt 3.

(*d*) B to B 3 is a better move.

(*e*) Not good, but what else can he play? Kt takes B would of course be answered by Kt takes B, &c.

(*f*) Immediately fatal; he should have played Q to K Kt 4, *e.g.*:—

14 Q to Kt 4	14 B takes R
15 B to Q 4 (best) (A)	15 P to K Kt 3
16 K takes B	16 P to K B 4
17 Q to Kt 5 (best)	17 Q to Kt 4 ch
18 K to Kt sq	18 P to Q B 4
19 P to Q B 4 (best)	19 Q takes B P
20 B to B 3, and the game is about even.	

(A) 15 B takes R	15 R takes B
16 K takes B	16 P to K B 4

If now the Queen be played to K B 4, Q 4, Q Kt 4, or K R 5, Black replies with R to K sq and wins, and if 17 Q to Kt 3 or 5, Black checks with Q at Kt 4, and then takes the Q Kt P, &c.

GAME 64.

Game played in the Edinburgh Club.

(Allgaier Gambit.)

WHITE (Dr Fraser).	BLACK (G. B. Fraser).
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 K Kt to B 3	3 P to K Kt 4
4 P to K R 4	4 P to K Kt 5
5 Kt to K 5	5 Q to K 2 (*a*)
6 P to Q 4	6 P to K B 4
7 B to Q B 4 (*b*)	7 P to Q 3
8 B to K B 7 ch (*c*)	8 K to Q sq
9 Q Kt to B 3	9 P takes Kt
10 P takes P dis ch	10 B to Q 2 (*d*)
11 P to K 6	11 Kt to K R 3
12 Q B takes P (*e*)	12 Kt takes K B
13 B takes Q B P ch	13 K to Q B sq
14 P takes B ch	14 Kt takes P
15 B to K B 4	15 B to K Kt 2
16 Q to Q 3	16 B takes Kt ch
17 Q takes B ch	17 Q to Q B 4
18 Q to Q Kt 3	18 R to K sq
19 Q takes Kt (*f*)	19 R takes P ch
20 K to Q sq	20 R takes B
21 R to K sq	21 R to B 7

And White resigned in a few moves.

Notes.

(*a*) An old defence to the Allgaier, and, we believe, a very good one.

(*b*) Black's last move was a variation from the recognised mode of play, and the correct reply to it, perhaps, was to take the gambit P with B.

(*c*) Was there any objection to playing the Kt to B 7?

(*d*) If Q to Q 2, White rejoins with Q B takes P, and Black will find it hard to save the game.

(*e*) The obvious move, Kt to Q 5, would not apparently lead to any more advantageous result.

(*f*) Weak; he ought, of course, to have Castled, and would then have still retained many elements of attack.

GAME 65.

(Evans Gambit.)

WHITE (Mr Sanders).	BLACK (Mr Murray).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes P
5 P to Q B 3	5 B to B 4

6 Castles	6 Kt to K B 3 (*a*)
7 P to Q 4	7 P takes P
8 P takes P	8 B to Q Kt 3
9 B to R 3 (*b*)	9 Kt takes K P (*c*)
10 R to K sq	10 P to Q 4
11 Kt to Q B 3 (*d*)	11 B to K 3
12 Kt takes Kt	12 P takes B
13 P to Q 5	13 Q takes P
14 Kt to K B 6 ch	14 P takes Kt
15 Q takes Q	15 Q R to Q sq

16 R takes B ch and mates in two moves.

Notes.

(*a*) It has been repeated, *ad nauseam*, that neither this move nor Kt to K 2 can be correctly played in the Evans Gambit, when the Black Bishop retreats to B 4.

(*b*) The usual continuation here is P to K 5, but the move made seems to be at least as good.

(*c*) We should much prefer P to Q 4, which would give Black some chance of Castling on the Queen's side, and getting out of danger.

(*d*) Well played; do what he will, Black's game is clearly gone.

Game 66.

Played in Mr Archdall's Correspondence Tourney, commenced December 2nd, 1876, and concluded on March 19th, 1877.

(Irregular Opening.)

White (Mr Skipworth).	Black (Mr Johnson), Lancaster.
1 P to Q B 4	1 P to K 4
2 P to K 3	2 Kt to K B 3
3 P to Q R 3	3 P to Q 4
4 P takes P	4 Kt takes P
5 Kt to K B 3	5 Kt to Q B 3
6 B to Q Kt 5	6 B to Q 3 (*a*)
7 Q to Q B 2	7 K Kt to K 2 (*b*)
8 P to Q 4	8 P to Q R 3
9 B takes Kt ch	9 Kt takes B
10 P to Q 5	10 Kt to K 2
11 Kt to Q B 3	11 P to Q B 3
12 P takes P	12 Kt takes P
13 Castles	13 B to K Kt 5
14 Q to K 4 (*c*)	14 P to K B 4
15 Q to Q 5	15 P to K R 3 (*d*)
16 Q to K 6 ch	16 Q to K 2
17 Q to K Kt 6 ch	17 K to Q 2
18 Kt to Q 5 (*e*)	18 Q to Q sq
19 P to K R 3	19 B takes Kt
20 Q takes B P ch	20 K to K sq
21 Q takes B	21 R to K B sq

22 Q to K 4	22 Kt to K 2
23 B to Q 2	23 Kt takes Kt
24 Q takes Kt	24 Q to K 2
25 Q to K 4	25 R to K B 2
26 Q R to Q B sq	26 Q R to Q sq *(f)*
27 B to Q R 5	27 R to Q Kt sq
28 K R to Q sq	28 R to K B 3
29 R takes B	29 Q takes R (*g*)
30 B to Q Kt 4 (*h*)	30 Q to K 3
31 Q to K R 7	31 Q to K B 4 (*i*)
32 Q to K Kt 8 ch	32 R to K B sq
33 B takes R	33 Q takes B
34 Q to Q 5	34 Q to K 2
35 R to Q B 5	35 R to Q sq
36 Q to K Kt 8 ch	36 And Black resigned (*k*)

Notes by A. B. Skipworth.

(*a*) A very good reply. If White now had here played B takes Kt ch, doubling the Pawns, Black would have had an opportunity for a strong and uncomfortable attack.

(*b*) Black's game is quite as good as that of his opponent.

(*c*) White is only just able to hold his own in these manœuvres.

(*d*) Evidently there had been some miscalculation. White now obtains an advantage.

(*e*) R to Q sq was tempting, but only *nearly* all the variations consequent on the move were in favour of White.

(*f*) Not good, losing time.

(*g*) R takes R was better, giving back the exchange immediately by playing the other Rook to Queen's sq.

(*h*) This is stronger than B to Q B 7, which would have been answered by Q to Q 7, when the game would still, we believe, have been in White's favour.

(*i*) A number of variations here arise, but Black has no better move.

(*k*) Seeing he must now lose two more Pawns. The end game is not an uninteresting one.

Game 67.

Game played at Oxford, February 20th, 1877.

(Bishop's Gambit.)

White (Mr Ranken).	Black (Mr Grundy).
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to Q B 4	3 Kt to K B 3
4 Kt to Q B 3	4 P to Q 3 (*a*)
5 P to Q 4	5 Kt to Q B 3 (*b*)
6 Q B takes P	6 B to Q 2 (*c*)
7 Kt to B 3	7 Kt to Q R 4 (*d*)
8 B to Q 3	8 Q to K 2
9 Castles	9 Castles
10 B to K Kt 5 (*e*)	10 P to K R 3

11	B takes Kt	11 P takes B
12	Kt to K R 4 *(f)*	12 P to K B 4
13	Kt takes P	13 Q to K Kt 4
14	R to K B 3 (*g*)	14 B takes Kt
15	R takes B	15 Q to K 6 ch
16	K to R sq	16 Kt to B 3
17	Kt to Q 5	17 Q takes Q P
18	R takes B P (*h*)	18 R to Q 2
19	P to Q B 3	19 Q to K 4
20	Q to K Kt 4	20 Q to K sq
21	Q takes R ch	21 Q takes Q
22	R takes Q	22 K takes R
23	B to Q Kt 5	23 B to Kt 2
24	R to K B sq	24 R to K B sq
25	R to K B 3	25 P to Q R 3
26	B takes Kt ch	26 P takes B
27	Kt to Q Kt 4	27 P to Q R 4
28	Kt to Q 3	28 K to K 2
29	R takes R	29 K takes R
30	P to Q R 4	30 K to K 2
31	K to Kt sq (*i*)	31 P to Q 4
32	P takes P	32 P takes P
33	K to B 2	33 P to Q 5
34	P to Q B 4 (*k*)	34 K to Q 2
35	K to B 3	35 B to B sq
36	K to K 4	36 P to Q B 4
37	K to B 5	37 K to K sq
38	K to Kt 6	38 K to Q 2
39	P to K Kt 4	39 K to K 3
40	P to K R 4	40 K to Q 3
41	K to B 7	41 B to K 2
42	P to Kt 5	42 B takes P (*l*)
43	P takes B	43 P takes P
44	K to B 6	44 P to Kt 5
45	Kt to B 2 and wins.	

Notes.

(*a*) The usual move is Kt to Q B 3, upon which follows

5 Kt to K B 3	5 B to Kt 5
6 Castles	6 P to Q 3
7 Kt to Q 5	7 Castles
8 Kt takes Kt ch	8 Q takes Kt
9 P to Q B 3, &c.	

(*b*) It would have been bad play to attempt to preserve the Gambit P.

(*c*) B to K 2, reserving the Q B for the post at K Kt 5, would probably be a better move.

(*d*) This is but driving the B to another useful square, and putting his own Kt out of play, but Black seems to have nothing good to do here. If he play B to K 2, White gets a powerful attack by advancing either of the centre Pawns.

(*e*) P to Q 5, compelling the reply P to Q Kt 3, and followed by the oncoming of the Q R's and Q Kt's Pawns, seems a more promising line of action.
(*f*) The more direct assault Kt to Q 5, &c., would perhaps be stronger.
(*g*) There is a good deal to be said for P to K R 4 here
(*h*) Q to Kt 4 at once does not appear to yield White any advantage, for Black would of course move his K, and then would threaten to play Kt to K 4.
(*i*) He might also have played Kt to B sq, Kt to Kt 3, &c., with at least equal advantage. At his next move White should have brought the K to B 2 instead of taking the P.
(*k*) P takes P is certainly better.
(*l*) If P takes P, White marches on his P to Queen, and on Black queening his, White mates in two moves.

CHESS INTELLIGENCE.

*** SECRETARIES OF CLUBS AND OTHERS *are invited to assist us in making our record of the month's doings as complete as possible.*

We read in *La Stratégie* the account of a blindfold *séance*, held by M. Maczuski at the Palais Royal, Paris, in which he contested four simultaneous games, *sans voir*, under somewhat novel conditions. His opponents had the right of consultation, so that it was against four groups of amateurs that he had to contend. He nevertheless succeeded in winning two games out of the four, which, considering that the games were played very rapidly (on an average of a minute to each move), was a highly creditable performance. The sitting lasted four hours.

La Nuova Rivista publishes the names of the winners in the late Problem tourney:—1st Prize, Herr Schrüfer, of Bamberg; 2d do., Herr Conrad Bayer, of Olmütz; 3d do., Señor Abela, of Malaga. The names of Prof. Mussini and Count Volponi are also honourably mentioned; and a special Prize, consisting of Pierce's "English Chess Problems," was awarded by Sig. Centurini to a lady competitor, Countess Volponi, who took for her motto the appropriate line, "Imbellis que viris audet concurrere virgo."

The *Nordisk Skaktidende* opens with an interesting article by the editor, Herr Sörensen, entitled, "Chess Theory for Beginners," which we have translated, with the intention of re-producing shortly in our columns. It consists of an analysis of the Jerome Gambit, an unsound but dashing variation of the Giuoco Piano, invented by an American, which is accompanied by two illustrative games. The *Skaktidende* also contains a capital selection of games and problems; among the former are three played in Sweden, and the first correspondence game ever played in Norway.

The *Schachzeitung* has a long and able dissertation by the editor on "The present position of the theory of favourite openings," the two openings selected for comment in the article being the Scotch and Bishop's gambits. There is also an amusing sketch of a scene in a Café at Hamburg, and a critical account of the Automaton Chess Player, who, according to the announcement in our March Number, is now exhibiting in Berlin, where,

however, he has not been very victorious, having lost many games to players of only moderate strength. We suggest to him that in his *rôle* of combatant Turk he should now try St. Petersburg.

The Eleventh Congress of the West German Chess Association will be held at Cologne on the 18th and following days of August. We have received the programme, which comprises various game and problem tourneys, including consultation and blindfold play, together with festival dinners, and an excursion (weather permitting) to the Drachenfels. Prizes according to the number of the entries will be given to the winners. If any of our readers wish to combine a pleasant trip with an agreeable meeting and some good chess play, they cannot do better than go to Cologne, where they will be sure to receive a hearty welcome. The entries for the problem tourneys close on July 1st; those for the game tourneys must be sent by August 15th to Herr E. Hammacher, 7 Quirinstrasse, Cologne.

Our Australian exchanges are full of the arrival and doings of Mr Wisker in that colony. He has been playing blindfold and tourney games at Sydney, and has now established a Chess column in a Brisbane paper. We wish him renewed health and success in his distant sphere, but we think it a pity that before he went he did not issue some notice to the subscribers to the *City of London Chess Magazine*, which, after the publication of one number under his editorship, suddenly collapsed.

International Chess Contest.—Chess players of the New World are invited to contest in a postal card tourney with the chess players of the Old World. There can be but one objection urged to the scheme, and that is the length of time it will take to decide a contest of this description. While a few may regard this as a fatal objection, yet it is by no means an insuperable barrier. We have had all sorts of international contests, but this is the first time the chess players of the United States and Canada have had an opportunity of measuring intellectual strength with the chess players of England, Ireland, and Scotland. There has been a prompt response to the invitation on this side of the water, and the entries are now closed. We hope to announce the names and pairing in our next.

The *Hartford (Conn.) Globe*, with commendable enterprise, has recently inaugurated two prize tourneys—a correspondence game tourney and problem tourney, with liberal prizes attached to each. In the game tourney, twenty-five dollars is offered to the winner of the greatest number of games by correspondence. Ten dollars to the next, and so on down for seven prizes. Then comes an extra prize of ten dollars to the winner of the game containing the most brilliant and sound combination. The following are the problem offers: For the best set of two problems, either in two or three moves, twenty-five dollars. For the second best set, twenty dollars. For the third best set, ten dollars. For the best single problem in three moves, five dollars. For the best single problem in two moves, five dollars. For the second best single problem in three moves, two dollars and the *Detroit Free Press* for one year. For the second best problem in two moves, two dollars and the *Hartford Globe* for one year. A special prize of five dollars will be given for the best problem entered in the tourney. Each composer is invited to send in a two-move problem accompanied by his photograph, the author of the winning position to receive all the photographs as a prize. It is hoped all will

participate in this contest, and the result will be a complete gallery of problem composers.

The game department of the *American Chess Journal* is now edited by Mr J. Mason, and the problem department by Mr S. Loyd. We congratulate the proprietor on the increased size and excellence of the May number.

THE LONDON CLUBS.—*St. George's.*—The entries for the Handicap Tourney mentioned in our May number were kept open until the middle of the month. Since that time rapid progress has been made; and in our next we shall, in all probability, be able to give the names of the winners. The following is a list of the players, the figures after the name of each indicating the number of games to be added to his score, according to the improved mode of handicapping: The Marquis of Tweeddale (2½), Lord Lindsay, M.P. (12), Messrs. Boord, M.P. (12), Lindsay (1), Major Martin (2), Minchin (1), Col. Minchin (1½), Puller (1), Salter (1½), Warner (2½), and Wayte (0). Since the beginning of May, this Club has been located at 31 Craven Street, Strand, in a pleasant situation near the Thames Embankment.

West End.—In our March number we gave the names of the players in the Even Tourney. Dr Ballard, however, retired before the play commenced, owing to his professional engagements, the remaining combatants were Messrs Eccles, Heath, Martin, Minchin, Robey, Schweitzer, and Wayte. The first prize has been adjudged to Prof. Wayte; the second, we regret to say, remains still undecided, owing to the want of interest in the struggle manifested by some of the players. The games between Messrs Wayte and Robey were not played out, but Prof. Wayte had won all his remaining games except one draw with Mr Schweitzer, and this score of 9½ games it was impossible for any other player to reach, even had Mr Robey won both his games. Prof. Wayte has intimated that he will not again compete in the Even Tourney unless Dr Ballard or Mr Hoffer are also entered.

BRISTOL AND CLIFTON CHESS ASSOCIATION.—The annual tournaments which have been going on during the winter months were brought to a close on Wednesday last, and the Committee may be congratulated upon the general satisfaction expressed as to the wisdom and fairness of the handicapping, for perhaps there is no more difficult duty than the settlement of odds. The result of the play, however, proves the correctness of the Committee's estimate of the relative strength of the different combatants.

The Cup Tourney is always considered first in importance and interest, as it brings into play the best talent of the club, and some fine games are the result; but perhaps on no previous occasion have the contests been more close and exciting than the present, there being no less than three ties for the coveted honour of holding the President's handsome cup, which has to be won two years before retained. The following are some of the chief scores made, as we copy them from the club list:—

Class 1. Mr Edmund Thorold, M.A., won 8 matches and lost 2.

Class 2. Rev. A. Tibbits won 4, lost 6; Mr W. Berry won 5, lost 4; Mr W. H. Harsant won 4, lost 6; Miss Mary Rudge won 8, lost 2; Mr A. T. Perry won 8, lost 2; Mr H. Newton won 3, lost 4.

Class 3. Captain Bayliff won 7, lost 4.

Consequently Messrs. Thorold and Perry and Miss M. Rudge will have to play off for first, second, and third prizes, and Captain Bayliff will take fourth prize. Mr Thorold being in the first class will have to render the odds of pawn and two moves to class 2, and knight to class 3.

Club Handicap, 13 entries at 2s. 6d., and the amount doubled by the president (Rev. J. Greene). Class 1. to give P and move to Class 2, P and two to Class 3, and Kt to Class 4. To win the first two games of every opponent. It will be observed by the following score that some very tough fighting took place here also. The popular President, however, comes well to the front in the first class with a fine score of 15 won matches, losing 2 only; whilst Mr O. Hunt (class 2) is close behind with 14 won and 3 lost; and takes 2d prize. Mr W. Hall (who has very much improved in his play), in class 3, takes 3d prize; the Rev. J. Southby, in the same class, takes 4th prize; and Messrs. Horlor and Newton tie for the 5th prize:—

	Matches won.		Lost.
Class 1.—Rev. J. Greene	15	...	2
Mr Newton	7	...	3
Mr Horlor	7	...	3
Class 2.—Mr O. Hunt	14	...	3
Mr T. G. Birtill	3	...	9
Mr Solomon	3	...	6
Class 3.—Mr W. Hall	12	...	3
Mr Bruce	3	...	3
Miss Rudge	5	...	5
Rev. J. Southby	9	...	5
Mr Dillon	6	...	10

Class 4.—Two entries, but both retired early.—*Bristol Paper.*

A match has taken place between the Chess Clubs of Dudley and Stourbridg, which ended in a draw, with a score of 9½ to each club.

On Whit Monday, Mr Gastineau, the popular President of the City of London Chess Club, gave a garden chess party, at which Mr Blackburne played six simultaneous blindfold games, winning the whole of them in the short space of an hour and a half.

It is proposed to hold an International Chess Tournament at Paris next year in connection with the Exhibition.

A match was played on May 17th between the Bury and West Suffolk and Chelmsford Clubs, with the following result:—

Bury and West Suffolk.				Chelmsford.			
Mr R. Craske	0	0	1—1	Mr A. Nicholas	1	1	0—2
Mr H. Biddell	0	0	1—1	Mr W. S. Pavitt	1	1	0—2
Mr W. Dawson	1	1	1—3	Mr G. Hasler	0	0	0—0
Mr G. W. Richardson	1	1	1—3	Mr F. Richardson	0	0	0—0
Total			8	Total			4

In accordance with the arrangements already made known to the members, Mr Blackburne arrived in Bury St Edmund's on Wednesday last, June 13, and on the following afternoon engaged in a blindfold contest with ten members of the Club simultaneously, in the Lecture Hall of the Bury Athenæum. The match commenced at 3 P.M., Mr Raiman calling the moves, and was continued till 5 P.M., when play was suspended for an hour. At 6 P.M. the games were resumed and carried on uninterruptedly, and without a single *lapsus* on the part of Mr Blackburne, notwithstanding the duration and severity of his task, until their completion. Mr Craske, as President of the

Club, was placed at Board No. 1, and the rest of the players were arranged in alphabetical order, except that Nos. 4 and 9 exchanged places. The result was that every game was won by Mr Blackburne, except those with the Rev. L. W. Lewis and Mr F. W. Clarke, which were drawn.

The 1st prize in the problem tourney of the *Lebanon* (Tenn.) *Herald* is awarded to Mr W. A. Shinkman, of Grand Rapids, Michigan. The 2d and 3d prizes fell to two of our countrymen, of whom one, alas, is no more—Mr R. B. Wormald (2d), and (3d) Mr C. M. Baxter, Dundee.

The programme of the Counties Chess Association meeting reaches us just as we are going to press; we can only, therefore, make a few extracts. The meeting will be held in the rooms of the Young Men's Association, Needless Alley, New Street, Birmingham, during the week commencing with Monday, July 30. Play to begin on the 30th at 6 P.M., and to be continued each day from 10 A.M. to 3 P.M. and from 7 P.M. till 12. There will be three classes, open to provincial amateurs on becoming members of the Association, by a subscription of at least one guinea for Class 1, and of 10s. 6d. for Classes 2 and 3. Three or four prizes will be given in each Class, according to the number of entries; the value of the 1st prize in Class 1 being announced as £15, in Class 2 as £5, and Class 3 as £3. There will also be during the meeting a handicap tourney, not restricted to provincial amateurs, with an entrance fee of five shillings, and two, four, or six prizes, according to the number of entries. No entries in the three Classes can be received after July 28th. All names and subscriptions to be sent to the Hon. Secretary, B. W. Fisher, Esq., New College, Leamington, or to S. G. Kempson, Esq. (the local Hon. Secretary), 57 Bristol Road, Birmingham, who will be happy to give information as to hotels and lodgings.

NOTICES TO CORRESPONDENTS.

Editors of *Hartford Globe* and *Turf, Field, and Farm.* Thanks for the copies of your papers. Would an exchange be agreeable?

J. G. B., Hartford, Conn. We get the *Times* regularly now, and are obliged for your compliment about the *C. P. C.*

Editors of *Boston Globe*, Mass., *New York Clipper*, *Philadelphia Chess Record*, and *Sydney Mail*, are requested to state whether they are willing to exchange or not, as we have received none of their papers, nor any acknowledgment of the copies of the *C. P. C.* which have been sent them.

S. A. S., Copenhagen. Thanks for your complimentary notice of the article in our April number.

R. M. S., Adelaide. We gladly comply with your request. The June number has been despatched to you.

J. T. P., Hull. We shall always be pleased to hear from you, and to receive news of Chess doings in your neighbourhood. We acknowledge with thanks the copies of the *Amateur World* which you forwarded to us.

F. F., Bury St Edmund's. You will see that we have complied with your request. Thanks for the account received through one of your Club members.

S. B., Bristol. We are obliged for the information, and will consider your suggestion. Our January number was sent out as an advertisement, and no further numbers would be sent unless ordered. Was this done by your Club Secretary?

SOLUTIONS TO PROBLEMS.

	WHITE.	BLACK.
No. XLI.—1	Q to Q R sq	
No. XLII.—1	Kt to Q 8	1 B takes Kt
	2 Q to K Kt 4 ch	2 Anything
	3 Q or Kt mates	

No. XLIII.—The Black Pawn on the Rook's file should have been a White Pawn. We withhold the solution till our next issue.

No. XLIV.—1	R takes P on B 3	1 K takes R on B 6.
	2 R takes P on Q 4	2 Anything
	3 Q mates	
		1 K takes R on Q 4
	2 Q to R sq ch	2 Anything
	3 Q or P mates	
		1 B moves
	2 Kt to B 3 ch	2 Anything
	3 Q mates	
		1 P moves
	2 Q to Q R sq	2 Anything
	3 R or Kt mates	

This problem can also be solved by—1 $\frac{\text{Q to K sq ch}}{\text{K takes R}}$, 2 $\frac{\text{R to B 6, \&c.}}{}$

No. XLV.—1	B to R 8	1 K to R 2
	2 Q to Q R sq	2 K moves
	3 Q mates	
No. XLVI.—1	Q to Q Kt sq	1 Kt to Kt 3
	2 Q to R 7	2 Anything
	3 Kt mates	
		1 Kt to Kt 5
	2 Q takes Kt	2 Anything
	3 Mates accordingly	
No. XLVII.—1	Q to B 6 ch	1 K takes R
	2 Q to Kt 2	2 Kt takes Q
	3 Kt mates	
No. XLVIII.—1	B to Q B 4	1 P to R 4
	2 B takes P	2 P takes B
	3 R mates	

CORRECT SOLUTIONS.—F. Winter Clarke has solved No. 41; W. Johnstone, 42, 48; Emile Frau, 41, 42, 45; F. W. Davis, 41, 46, 48; "Zeus," 41, 42, 45, 46, 48; W. Furnival, 41, 42, 44, 45, 46, 48; H. Blanchard and "Cant," 41, 42, 44. 45, 46, 47, 48.

We shall be glad to acknowledge any Solutions of Problems which we may receive before the 20th of each month.

PROBLEMS.

Under the supervision of JOHN CRUM, 16 *Bothwell Street, Glasgow, to whom all Communications connected with Problems, Solutions, &c., should be addressed.*

No. 49.—By G. E. BARBIER.

BLACK.

WHITE.

White to play and mate in two moves.

No. 50.—From the "American Chess Journal." The Square Root.

BLACK.

WHITE.

White to play and mate in two moves.

No. 51.—From "Pierce's English Chess Problems." By A. CYRIL PEARSON.

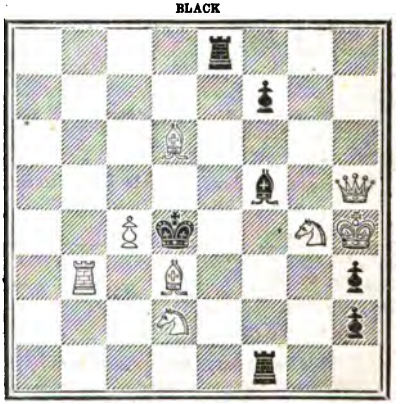
BLACK.

WHITE.

White to play and mate in three moves.

No. 52.—By W. T. PIERCE.

BLACK

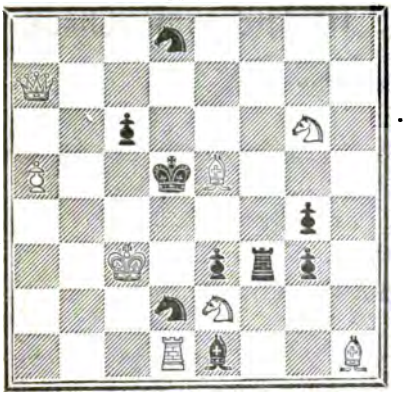


WHITE.

White to play and mate in three moves.

No. 53.—From the "Illustrated London News." By J. CRUM.

BLACK.

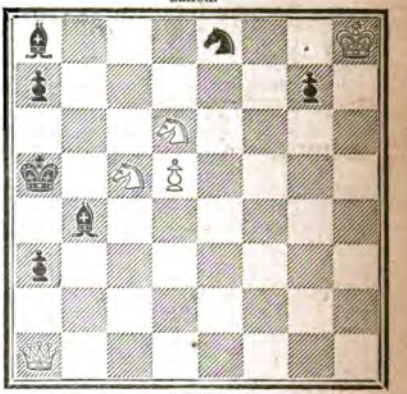


WHITE.

White to play and mate in three moves.

No. 54.—By C. W. of Sunbury.

BLACK.



WHITE.

White to play and mate in four moves.

No. 55.—By A. TOWNSEND.

BLACK.

WHITE.

White playing first, compels Black to mate him (White) in five moves.

No. 56.—End Game.*

BLACK (MR WALKER).

WHITE (MR SKIPWORTH).

White to play and win.

* In the match recently played, Grimsby *v.* Hull.

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PROBLEM

BY

W. A. SHINKMAN.

BLACK.

WHITE.

White to play and mate in three moves.

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*** *All communications for this Magazine to be addressed to the* Rev. C. E. Ranken, *St Ronan's, Malvern, Worcestershire, except those for the Problem department, which should be sent to J. Crum, Esq.*, 16 *Bothwell St., Glasgow. Games and Problems should be sent as early in the month as possible, in order to secure attention, and other matter not later than the 20th.*

The Chess Player's Chronicle.

1st AUGUST, 1877.

CHESS THEORY FOR BEGINNERS.

By Lieut Sörensen.

(Translated from the Nordisk Tidende for May.)

1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4

With this answering move of the Bishop we have the fundamental position for that good old game which the Italians, hundreds of years ago, when they were masters of the Chess board, called "Giuoco Piano," even game, but the later age, for generality of explanation, the "Italian game." On this basis the usual continuation is 4 P to Q B 3, whereby the Q P at the next move threatens to advance, and the White middle Pawns to occupy the centre. In the next articles we will make mention of that regular fight for the maintenance or destruction of the centre, which is the essential point of the Italian game; in this, on the contrary, we will occupy ourselves with a Bashi-Bazouk attack, over which the learned Italians would have crossed themselves had they known it come under the idea of *piano*, but which in reality is of very recent date—1874, and takes its origin from an American, A. W. Jerome. It consists in the sacrifice of a piece by 4 B takes P (ch). Naturally we immediately remark that it is unsound, and that Black must obtain the advantage; but the attack is pretty sharp, and Black must take exact care, if he does not wish to go quickly to the dogs. A little analysis of it will, therefore, be highly instructive, not to say necessary, for less practised players, and will be in its right place in our Theory, especially since it is not found

in any handbook. The Americans call the game "Jerome's double opening," in allusion, probably, to the fresh sacrifice of a piece which follows at the next move, but we shall prefer to use the shorter and sufficiently clear designation,

JEROME'S GAMBIT.

4 B takes P (ch) 4 K takes B

That the King must take is evident, otherwise the Bishop without any hindrance can retire with his booty.

5 Kt takes P (ch)

One must confess that this is a forcible invention, and difficulties begin now already for Black. There is clearly a choice between two things; between taking, and so maintaining further the preponderance of two pieces, or going with the King, for example, to B sq, and being content with the one piece, which, however, has cost two pawns. We will treat these contingencies separately under First and Second Defence.

FIRST DEFENCE.

5 Kt takes Kt

White's best move is now 6 P to Q 4, or Q to R 5 (ch). By the first move he wins back one piece quite easily, but when there follows 6 B takes P, he only receives the scanty recompense of one pawn for the other; by the second move he exposes himself to the evil of gaining no piece back, inasmuch as Black can protect himself by K to K 3. According to our conviction, the check with the Queen gives the best chances, and we therefore carry out this, while we point out the result of P to Q 4 in the specimen game No. 1.

6 Q to R 5 (ch) 6 K to K 3

Black now essays to keep both the pieces, and this must, after the defence adopted, 5 Kt takes Kt, be regarded as consequently the most correct. For if he prefers to interpose the Kt at Kt 3, White plays 7 $\frac{\text{Q to Q 5 (ch)}}{\text{K to K (sq)}}$ 8 $\frac{\text{Q takes B,}}{}$ and one of the pieces falls under far more unfavourable conditions than if the King had immediately retreated on the 5th move (Second Defence). In specimen game No. 2 we shall see unfolded some of the inconveniences which the move treated of, 6 Kt to Kt 3, brings with it.

7 Q to B 5 (ch) 7 K to Q 3

8 P to Q 4

It is impossible to decide whether this attacking move is stronger

than a multitude of others which offer themselves in this interesting position, and of which we especially prefer P to K B 4 and Kt to Q R 3, but it seems clear in every case into what abysses Black is plunging.

	8 B takes P
9 Kt to Q R 3	9 P to Q B 3

With this move Black escapes; under (*a*) and (*b*) are seen less favourable modes of play.

(*a*) 9 ——— 10 Kt to Kt 5 (ch), K to B 4, 11 Kt takes B, Q takes Q, 12 Kt takes Q, P to K Kt 3, 13 B to K 3 (ch), K to B 3, 14 Kt to Q 4 (ch), K to Q 3, 15 Castles (Q R), K to K 2, 16 Kt to Kt 5, and White has the best position.

(*b*) 9 ——— Kt to K 2, 10 Q to R 3, Q to B sq, 11 Kt to Kt 5 (ch), K to B 4, 12 Kt takes B, K takes Kt, 13 B to Kt 5, and White must win.

10 P to Q B 3	10 Q to B 3
11 P takes B	11 Q takes Q
12 P takes Q	12 Kt to B 2
13 B to B 4 (ch)	13 K to K 2

Black must now, though not completely out of danger, be able to make his superiority of a piece and a pawn prevailing.

Second Defence.

	5 K to B sq (best)

Although the first defence was not thus to be abandoned, we shall still recommend this as more solid, and easier to manage.

6 Kt takes Kt	6 Q P takes Kt

Best; if Kt P takes, P to Q 4 follows, and the Bishop becomes shut out from the game. It is also here of importance to have the open Queen's file.

7 Castles.	7 Kt to K B 3
8 Q to B 3	

Upon 8 P to Q 4 follows 8 B to K Kt 5, 9 Q to K sq, K to B 2, and Black is completely extricated, and has the advantage.

	8 Q to Q 5
9 P to Q 3	9 B to K Kt 5
10 Q to Kt 3	10 B to Q 3
11 B to B 4	11 P to K Kt 4

This move, which costs a pawn, is not absolutely necessary, but it

promotes an energetic liberation of Black's game, which is important in such positions to have in view.

12 B takes B	12 P takes B
13 P to K R 3	13 B to K 3
14 Q takes Kt P	14 K R to Kt sq
15 Q to R 6 (ch)	15 K to K 2

16 Kt to Q B 3. The best move to preserve the Q Kt P, which is necessary.

16 R to Kt 3, and Black's attack becomes irresistible.

SPECIMEN GAME No. 1.

WHITE.	BLACK.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 B takes P (ch)	4 K takes B
5 Kt takes P (ch)	5 Kt takes Kt

6 P to Q 4. See the remark upon this under First Defence.

	6 B takes P
7 Q takes B	7 P to Q 3
8 Castles	8 Kt to K B 3
9 P to K B 4	9 P to Q B 4

This move, and the development of the Queen's wing standing in connection with it, we cannot regard as right, at any rate not until all was in order on the King's side. Kt to Q B 3, eventually followed by R to K sq, would have been the proper continuation, and must have left few favourable chances remaining for White.

10 Q to Q B 3	10 Q Kt to K Kt 5
11 Kt to Q 2	11 P to Q Kt 4
12 P to K R 3	12 P to K R 4

Black must now prepare to sacrifice a little, because he did not protect himself in time.

13 P to K 5 (best). To have taken immediately would not have been near so good; the situation now requires thoroughly attentive play.

	13 P to Q Kt 5
14 Q to K B 3	14 B to Q R 3
15 K P takes Kt	15 B takes R

16 Q to Kt 7 (ch). Here P takes Kt would also have been good; White, however, plays to drive Black into a mating position.

	16 K takes P
17 Kt to K 4 (ch)	17 K to Kt 3
18 P to B 5 (ch)	18 K takes P
19 P takes Kt (ch)	19 K to Kt 3

With any other move Black is mated in a few moves, or loses the Queen.

20 Kt to Kt 5. To the sufficiently threatening move, B to Kt 5, Black has a good reply in Q to Kt 3.

	20 Q to K sq
21 B to Q 2 (best)	21 R to K B sq
22 P takes P (ch)	22 K takes P
23 Q takes K Kt P	23 B takes P. In order to avert the mate threatened in two moves by Q to R 7 and R 3.
24 Q to R 7 (ch)	24 K to Kt 5
25 R to K sq and White wins.	

Specimen Game No. 2.

White.	Black.
The first five moves as above.	
6 Q to R 5 (ch)	6 Kt to Kt 3

See the note to Black's 6th move in First Defence. The reader is now requested to observe for himself the difficulties which we mentioned that this mode of play entails, as we can spare with the subjoined game no space for further notes.

7 Q to Q 5 (ch)	7 K to K sq
8 Q takes B	8 P to Q 3
9 Q to Q B 3	9 Kt to K B 3
10 P to Q 3	10 P to Q B 3
11 Castles	11 K to Q 2
12 P to K B 4	12 Q to Kt 3 (ch)
13 K to R sq	13 K to B 2
14 Q to K sq	14 R to K sq
15 P to Q Kt 3	15 Kt to Q 4
16 Q to Kt 3	16 Kt to Kt 5
17 Kt to R 3	17 B to Q 2
18 P to B 3	18 Kt takes R P
19 P to K B 5	19 Kt to K 4
20 P to Q 4	20 Q takes Kt P
21 P takes Kt	21 P takes P

22 R to Q Kt sq	22 Q takes P
23 R to K B 3	23 Q to Q R 4
24 K R to Kt 3	24 P to Q Kt 4
25 R takes P	25 P takes R
26 Kt takes P (ch)	26 K to B sq
27 Kt to Q 6 (ch)	27 K to B 2
28 R to Kt 7 (ch)	28 K takes Kt

29 Q to Q 3 (ch), and White wins.

GAME 68.

Select Reprints, No. IX.—Chess Player's Chronicle, 1851, *p.* 265.

(Evans Gambit).

WHITE (Prof. Anderssen).	BLACK (Mr Löwenthal).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Q B 4	3 B to Q B 4
4 P to Q Kt 4	4 B takes Q Kt P
5 P to Q B 3	5 B to Q R 4
6 P to Q 4	6 P takes P
7 Castles	7 P to Q 3
8 P takes P	8 B to Q Kt 3
9 P to K R 3 (*a*)	9 Kt to K B 3
10 Kt to Q B 3	10 Castles
11 B to K Kt 5	11 P to K R 3
12 B to K R 4	12 P to K Kt 4
13 K Kt takes P (*b*)	13 P takes Kt
14 B takes P	14 B takes Q P
15 Kt to Q 5	15 B to K 3 (*c*)
16 R to Q Kt sq	16 R to Q Kt sq (*d*)
17 R to Q Kt 3	17 K to R 2
18 B takes Kt	18 B takes B
19 Q to R 5 ch	19 K to Kt sq
20 R to K Kt 3 ch	20 B to Kt 2
21 Q to R 6	

And Black resigned.

Notes by Professor Wayte.

(*a*) This was formerly a recognised mode of conducting the attack. It would now be considered a loss of time, in view of the reply Kt to R 4, followed by Kt to K 2.

(*b*) A perfectly sound sacrifice.

(*c*) B takes R was of course not to be thought of. The following brilliant variation at this point (from the same Vol. of the *C. P. C.*, p. 143) has been often printed, but will bear repetition:—

White (Mr A. Simons).	Black (Mr E. Williams).
	15 K to Kt 2
16 B to Q Kt 5	16 K to Kt 3
17 P to K R 4	17 B to K Kt 5
18 Q to Q 3	18 B takes R
19 P to K 5 dis ch	19 B to B 4
20 P takes Kt	20 B takes Q
21 B takes B ch	21 K to R 4
22 B to B 5	

And mates next move.

(*d*) 16 Kt takes Kt, 17 B takes Q, 17 Kt to Q B 6, appears to offer some resource here. The move made is immediately fatal.

(*e*) In bookish openings it is well known that identical games have sometimes occurred between different players. The present game was also played at the St. George's Chess Club, between Mr Wayte (White) and Mr T. L. Hampton (Black), some years after its first appearance in the *C. P. C.* The leading moves of the attack were remembered by White, after which Black's 15th, 16th, and 17th moves are all extremely natural. We give an additional move on each side, as actually played on this last occasion. Mr Löwenthal had resigned one move sooner.

Game 69.

Select Reprints, No. X.—Chess Player's Magazine, 1865, *p.* 197.

(*Ruy Lopez Knight's Game*).

White (Herr Neumann).	Black (Prof. Anderssen).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Q Kt 5	3 K Kt to B 3
4 P to Q 3	4 B to B 4
5 P to Q B 3	5 Castles
6 B takes Kt	6 Kt P takes B
7 Kt takes P	7 P to Q 4
8 Castles	8 P takes P
9 P to Q 4	9 B to Q 3
10 Kt takes Q B P (*a*)	10 Q to K sq
11 Kt to R 5	11 Q to Q Kt 4 (*b*)
12 Kt to Kt 3	12 B to K Kt 5
13 Q to Q 2	13 B takes P ch (*c*)
14 K takes B	14 Q takes R
15 Q to K B 4	15 B to K B 6
16 P takes B	16 Q takes P ch
17 K to R sq	17 P takes P
18 Q to R 2	18 Q to K 8 ch

And White resigns (*d*).

Notes (*from Löwenthal, revised*).

(*a*) This is a bad move, to which the loss of the game may be justly attributed.

(*b*) By this move Black is enabled to maintain the superiority of position, securing a successful issue of the contest.
(*c*) A brilliant stroke of play, characteristic of Herr Anderssen's genius.
(*d*) Foreseeing 19 P to K B 7 in reply to 19 Q to Kt sq. This game is a remarkable example of the early wresting of the attack in this opening, and against a first-rate antagonist.

The long-talked of match between Messrs Blackburne and Zukertort commenced on June 27, but only two games had been played when an irregularity was discovered with regard to the stakes, and the match was thereupon broken off. We append the games, with notes taken from the *Field*:—

GAME 70.

(French Opening).

WHITE (Mr Zukertort).	BLACK (Mr Blackburne).
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 Kt to K B 3	4 Kt to K B 3
5 B to Q 3	5 B to Q 3
6 Castles	6 Castles
7 Kt to B 3	7 Kt to B 3
8 Kt to Q Kt 5 (*a*)	8 B to K 2 (*b*)
9 B to K B 4	9 P to Q R 3
10 Kt takes P (*c*)	10 R to R 2 (*d*)
11 B to K 5 (*e*)	11 P to Q Kt 4 (*f*)
12 Kt takes Kt P (*g*)	12 P takes Kt
13 B takes Kt P	13 Q to Kt 3
14 P to Q R 4	14 Kt to K 5
15 P to B 3 (*h*)	15 B to K Kt 5
16 B to K B 4	16 B to Q 3
17 B takes B (*i*)	17 Kt takes B
18 B takes Kt (*j*)	18 B takes Kt (*k*)
19 Q takes B	19 Q takes B
20 P to Q Kt 3 (*l*)	20 Kt to K 5
21 K R to B sq	21 R to Kt 2 (*m*)
22 P to Q Kt 4	22 Q to B 5 (*n*)
23 Q to K 3	23 R to K sq (*o*)
24 P to B 3	24 Kt to B 3
25 Q to B 4 (*p*)	25 Q R to K 2
26 P to Kt 5 (*q*)	26 R to K 3
27 P to R 4 (*r*)	27 Kt to R 4
28 Q to Kt 5	28 P to Kt 3
29 Q R to Kt sq	29 P to B 3
30 Q to Kt 4	30 P to B 4
31 Q to K 5	31 K to Kt 2 (*s*)
32 R to Kt 4	32 R to K 8 (ch)
33 Resigns (*t*)	

(*a*) The French opening has driven dashing players to various efforts of escaping from the uniform and dull line of play which follows in its wake, but none have left a lasting impression in practice. The present experiment, evidently introduced for variety's sake, will hardly be repeated in important match games; for against best play the opener has to retreat again, without obtaining the least profit from the diversion.

(*b*) Superior to allowing the B to be exchanged, though it required some more courage to beat a retreat so early (being also the second player). Black clearly foresees that the opponent will have to pay him in the some coin, or submit to greater loss than that of time.

(*c*) Having committed an error, White makes matters worse by not frankly admitting it, and retreating from an untenable position. The capture involves the loss of at least two minor pieces for an R and Pawn, with no prospect of an attack to balance the loss. Obviously he could not take the P with the B, on account of the reply Q to Q 2.

(*d*) The right answer. A similar manœuvre sometimes occurs on the other side in some variations of the K gambit declined. The Kt is now imprisoned, and Black threatens to gain a clear piece by B to Q 3. Kt to R 4, with the intention of getting rid of the B at once, and then keeping the adverse Kt shut up, would have led to some extremely interesting play, which, however, must have turned out unfavourable for Black; *e.g.*

	10 Kt to R 4
11 B to K 5	11 P to K B 3
12 Kt to Kt 5	12 P to Kt 3
13 K Kt takes R P	13 P takes B; best,

for the K dare not take the Kt on account of Q takes Kt ch.

14 Kt takes K R	14 Q takes Q Kt

15 Kt takes Kt P, with the superior game.

(*e*) The only plausible preventative of the otherwise forcible B to Q 3, which now will be ineffective, since White would answer B takes Kt, thus destroying the protection of Black's Q P, and coming out with at least one Pawn ahead.

(*f*) Black gives by this move a chance, of which his opponent fails to take advantage, as will be seen in our next note. P to Q Kt 3 instead would have made Black's winning two minor pieces for the R perfectly safe; for if White answered Q to K 2, in order to menace the Q R P, Black might first reply Kt to Q Kt 5, with the intention of exchanging the B. Had he now taken the B, the game would have probably gone on thus:

11 Kt takes B	11 P takes Kt
12 Kt to K 5	12 P to Q B 4 *
13 Q takes Kt	13 P takes P
14 Kt to B 4	14 P to Q 6, recovering the piece.

* Or, $\frac{\text{Kt takes P,}}{\text{Q takes Kt,}}$ $\frac{\text{R to K sq,}}{\text{Q B to B 4,}}$ Q to K 2, &c.—[Ed., C. P. C.]

(*g*) White obtains three Pawns for the piece; but P to Q R 4 was undoubtedly stronger, since he would only have lost two minor pieces for the Rook in exchange for two Pawns plus. If Black answered P to Kt 5, White would arrive at a similar result by the reply of Q to K 2, and obviously Black could not then advance the Q R P, for this would give White's Kt an escape at Kt 5; nor could he well retreat the Q Kt to Kt sq, on account of the rejoinder Kt takes Q P, opening the B on the Kt.

(*h*) When fighting with Pawns against the piece, the greatest discretion is required in effecting exchanges. For the present situation we should have preferred keeping as many pieces as possible until the Pawns were further advanced under sufficient support, and then to seek opportunities of clearing

the board, P to K R 3, preventing the pinning of the Kt, was better for that purpose.

(*i*) This was bad judgment in itself, and its logical sequence, the exchange of all White's minor pieces, subjects his pawns on the Q side to all sorts of harassing attacks, which must ultimately disturb their cohesion, and leave them with insufficient protection. The retreat of the B to K 3 was much stronger, for it kept the game closed to the adversary's pieces, and also threatened incidentally the advance of P to Q B 4, which P could not be captured, for otherwise a piece was lost by the answer of P to Q 5.

(*j*) Forced; for if Q to K 2, Black answers R to K sq; and if Q to Q 3, the Q would be driven back by B to B 4. Q to Kt 3 was of no more use; for Black, after retreating the Kt to K 2, would have brought one of his rooks behind the Q, and ultimately must have gained at least one pawn.

(*k*) The only move to avoid serious loss. Had he taken the B at once, the game might have gone on thus:—

	18 Q takes B
19 Kt to K 5	19 B takes Q
20 Kt takes Q	20 R to B 2
21 Kt to Kt 4	21 B to Kt 6
22 R to R 3	22 B to B 5

23 R to Q B sq, followed by P to Q Kt 3, winning easily.

(*l*) The best of the three moves at White's command, P to Q Kt 4, was obviously inferior, on account of the reply Kt to K 5; and had he played R to Q B sq, the game might have proceeded thus:—

20 R to Q B sq	20 R takes P
21 R takes R	21 Q takes R
22 Q takes P	22 Kt to B 5
23 P to Q Kt 4	23 Q to R 6, &c.

(*m*) Mr Blackburne conducts this part with carefully strained attention and clear judgment. At the first blush K R to Q Kt sq would seem superior, for it brings an inactive piece into play; but it will be seen that the point of advantage was deceptive, for it would have enabled White to protect the Q Kt P with the R, since White could not then answer Kt to Q 7, attacking Q and R, for Black had then a potent reply in Q to K B 4, attacking R and Kt.

(*n*) We should have preferred R to Q B sq, threatening R takes Kt P, besides Kt takes P. If White in answer pushed the P to Kt 5, then the Q could play to B 5, with the object of capturing the Q P should White attempt the defence of R to R 3.

(*o*) The sudden change of tactics in the midst of action is rarely advisable, and we cannot approve of this attempt to shift the attack from the Q side to the other wing, after having taken all the pains to weaken White's Pawns. In our opinion, R to Q B sq was again the consistent and most effectual line of continuation.

(*p*) The Q had certainly more freedom here; but it seems to us that White might, with more chance of drawing the opponent into an impulsive attack, have retreated the Q to B 2. If Black then doubled the Rooks, White might reply R to R 2; if, on the other hand, Black attacked the Q by R to K 7, the Q might move to B sq, keeping the R inactive, as Black could not afford to withdraw it, and submit to the exchange of Queens.

(*q*) P to R 5 seems, on principle, stronger, as it presented greater chance of the advancing of the P already covered by the R.

(*r*) This gives Black the long-desired entrance with his Kt on White's K side. Either P to K Kt 4, or P to K R 3 (the latter with the object of leaving a more convenient retreat for the Q open at K R 4) might have

prolonged the fight. Black could not in either case afford to direct this attack against the Q B P by R to K 6, for the advance of White's passed Pawns had to be well taken care of. Nor had he, for the same reason, much more immediate prospect by concentrating an attack with his Rooks at K 7.

(*s*) Having the game virtually in hand at last, Black works his way with well-measured steady advances. He threatens now

	32 P to K R 3
33 Q to Q 2	33 R to K 7
34 Q to Q sq	34 Q to R sq
35 Q to B sq	35 Kt to Kt 6, winning the Q.

(*t*) White's last move has left him open to immediate disaster, but his game was gone. He has now nothing better than to exchange the R, and then to play the K to R 2, after which Black forces the game by Q to B 8.

Game 71.

(Ruy Lopez).

White (J. H. Blackburne).	Black (J. H. Zukertort).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 Kt to B 3 (*a*)	5 B to B 4 (*b*)
6 Kt takes P	6 Kt takes Kt
7 P to Q 4	7 B to Q 3 (*c*)
8 P takes Kt	8 B takes P
9 Kt to K 2 (*d*)	9 P to B 3
10 P to K B 4	10 B to B 2
11 Q to Q 3 (*e*)	11 P to Q 4
12 P to K 5 (*f*)	12 Kt to K 5
13 B to K 3	13 B to B 4 (*g*)
14 Q to Q 4	14 Castles (*h*)
15 P to B 3	15 P to K B 3 (*i*)
16 B to Kt 3 (*j*)	16 Q to K 2 (*k*)
17 P takes P (*l*)	17 Kt takes K B P
18 Kt to Kt 3	18 Kt to Kt 5
19 K to Q 2	19 Kt takes B
20 Q R to K sq (*m*)	20 Q to R 5
21 R takes Kt	21 B takes P
22 Kt takes B	22 R takes Kt
23 K to Q 3	23 P to B 4 (*n*)
24 Q to K 4 (*o*)	24 P to B 5 (ch)
25 B takes P	25 P takes B (ch)
26 K to B 2 (*p*)	26 Q to B 7 (ch)
27 R to K 2	27 Q to B 4
28 Q takes Kt P	28 R to Kt sq
29 Q to Q 7 (*q*)	29 Q to Kt 3
30 K to Kt sq	30 R to B 2 (*r*)
31 Q to Q 5	31 Q to Kt 4

32 Q to K 6	32 Q to K B 4 (ch)
33 Q takes Q	33 R takes Q
34 R to K 4	34 B to Kt 4 (*s*)
35 R takes P	35 R to B 7
36 P to Q Kt 3	36 R takes K Kt P
37 P to K R 4	37 B to B 3
38 R to B 6	38 R to Q sq (*t*)
39 R takes P	39 B takes B P
40 R to K B sq	40 B to B 3
41 P to R 5	41 R to Kt 7 (ch)
42 K to R sq	42 R to K B 7 (dis. ch)
Resigns.	

(*a*) This move was, we believe, first introduced by Paulsen in his famous games played against Morphy in the New York tournament of 1857.

(*b*) The usual reply is P to Q 3, but Black adopts this apparently dangerous defence on the strength of the new manœuvre by which it is followed.

(*c*) Professor Anderssen suggests this ingenious retreat, which we had occasion to point out some time ago in the Four Knights' Game, where it would appear a good answer to the same sort of sacrifice of the Kt for the P. But the analogy seems to fail in one important point—that in the otherwise similar situation of the Four Knights' opening, the first player's K B and the second player's K Kt are at home; and, as will be shown subsequently, White might have utilised that difference to gain some advantage in position.

(*d*) A fine move; for he prepares a sound attack without the least risk, as Black cannot capture the P on account of the reply Q to Q 5.

(*e*) Feeble in the extreme; for it may be regarded as tantamount to throwing away the advantage of the first move. It was manifestly stronger play to advance the P to K 5 at once, *e.g.:*

11 P to K 5	11 Kt to K 5
12 Q to Q 4	12 P to K B 4
13 B to K 3	13 Castles
14 B to Kt 3 ch	14 K to R sq

15 Kt to Kt 3, followed by Castling on the Q side, with the superior game.

(*f*) Strong as it would have been before, the advance is quite unsuitable now, for the P at K 5 is soon made an object of attack after the opponent's Castling. The best plan would have been now to capture the P, and to endeavour to keep the game even by exchanging Queens.

(*g*) Better than B takes P; for though the latter gained a P, it would have equalised the game, the parties remaining with Bishops of opposite colours, *e.g.:*

	13 B takes K P
14 P takes B	14 Q to Q R 4 ch
15 Kt to B 3	15 Kt takes Kt
16 B takes P ch	16 P takes B

17 Q takes Kt, &c.

(*h*) White on the last move could not attempt to prevent the Castling by Q to Q R 3 on account of the reply P to Q Kt 4, driving back the B, followed by P to Q Kt 5, which P obviously could not be captured by the Q without subjecting the latter to loss by B to Q R 4. The Q would then have been compelled to keep confined at Q R 4. Black, under the present circumstances, has obtained an excellent game, and in our opinion acted wisely in not yielding to the temptation of winning a piece by the following manœuvre:

	14 P to Q Kt 4
15 B to Kt 3	15 P to Q B 4
16 Q takes Q P	16 P to B 5
17 Q to B 6 (ch)	17 K to B sq
18 Kt to Q 4	18 P to Kt 3

19 B takes P, obtaining three pawns for the piece, with an excellent game.

(*i*) Since Mr Steinitz introduced this move in a similar position in the Giuoco Piano, the force of thus breaking the pawns has been recognised in almost all cases where the adverse pawn has been advanced to K 5.

(*j*) White's position was already inferior; but certainly the best recourse would have been to give up the P at once by advancing P to K 6, in order not to give the opponent two open files for the rooks.

(*k*) Nor was this best, for it still leaves White the chance of diminishing his disadvantage by giving up the P at once as above; while taking the P first, followed by Q to K 2, would have secured the gain of the P, and also free action for both Rooks.

(*l*) From this point White's game might be reckoned as lost, for Black's attack is irresistible.

(*m*) This loses the exchange at least; but he had hardly anything better. Had he taken the Kt at once, Black would have obtained a winning position in a simple manner, which left hardly any room for an error on the part of the opponent on account of complications, *e.g.:*

20 Q takes Kt	20 Q takes Q (ch)
21 K takes Q	21 R to K sq (ch)
22 K to B 3	22 B to Q 6, &c.

(*n*) Very fine play.

(*o*) The best under the circumstances (bad as it was, anyhow) was to capture the Q B P with the Q, and to try to escape with the exchange behind. B takes P (ch) was of no more use, *e.g.:*—

24 B takes P (ch)	24 K to R sq
25 Q to K 4	25 R takes B (ch)
26 Q takes R	26 R to Q sq
27 R to K 8 (ch)	27 R takes R, with a piece ahead.

(*p*) Had he taken the B P, checking, Black would have moved the K into the corner, threatening Q to Q sq (ch), winning speedily.

(*q*) Taking the R P would have been immediately disastrous, on account of the reply R to K B 3, attacking the Q, at the same time clearing the way for the terrible ch of Black's Q at K B 4, with the subsequent mate at Q Kt 8.

(*r*) Mr Minchin, the hon. sec. of the St George's Chess Club—who, with some other strong players, analysed the game in another room of the establishment—pointed out that Black would have won the game much quicker here by the following fine mode of procedure:—

	29 R to K 4
30 R to Q B 2, or Q to	30 R to Q Kt 4, and wins.

K Kt 4, (K R to K sq would be fatal at once, for Black would exchange Rooks, followed by Q to Kt 8 (ch), &c.)

(*s*) If White was in hopes of his opponent committing a mistake, here was the last chance. But Black cautiously avoids B to K 4, which would have cost a piece, owing to the reply P to K Kt 4, followed by P to K R 4.

(*t*) As this enables Black ultimately to bring both Rooks on the 7th file, White might just as well have resigned here.

GAME 72.

One of the games played by Mr Blackburne, blindfold, at Bury St. Edmunds.

(Philidor's Defence).

WHITE (Mr Blackburne).	BLACK (Mr Craske).
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 P to Q 3
3 P to Q 4	3 P to K B 4
4 Q Kt to B 3 (*a*)	4 K Kt to B 3
5 Q P takes K P	5 Kt takes K P
6 Kt takes Kt	6 P takes Kt
7 Kt to Kt 5	7 B to K 2 (*b*)
8 Q to R 5 (ch)	8 P to Kt 3
9 Q to R 6	9 B to B sq
10 Q to R 4	10 P to Q 4
11 Q to Kt 3	11 Q to K 2
12 B to Q 2	12 B to K 3 (*c*)
13 Castles	13 Kt to Q 2
14 B to Q Kt 5	14 P to Q B 3 (*d*)
15 B to Q Kt 4 (*e*)	15 Q takes B
16 Kt takes B	16 R to Q B sq
17 B to K 2	17 Q to K 2
18 B to Kt 4	18 B to Kt 2
19 P to K B 4	19 P takes P (*en passant*) (*f*)
20 P takes P	20 Q to K B 2 (*g*)
21 P to K B 4	21 R to Q Kt sq
22 Q R to K sq	22 P to Q Kt 3
23 K R to B sq (*h*)	23 Kt to Q B 4
24 Kt takes B (ch)	24 Q takes Kt
25 P to B 5	25 Q to K R 3 (ch)
26 K to Q Kt sq	26 Kt to K 5
27 R takes Kt (*i*)	27 P takes P
28 P to K 6	28 R to Q Kt 2
29 R takes P	29 P takes R
30 Q to Q 6	30 R to K Kt sq
31 Q takes Q B P (ch)	31 K to K 2
32 R to B 7 (ch)	32 K to Q sq
33 R to Q 7 (ch)	33 K to K sq
34 Q to Q B 8 mate	

Notes.

(*a*) We believe this is thought by some of our first-rates to be superior to the old line of play springing from P takes P at this point.

(*b*) If B to K B 4, White's reply is Q to Q 5, and if P to Q 4, he can answer with P to K 6.

(*c*) It is difficult to find a good move for Black here, if he play B to Kt 2 followed by Castles, White gets an overwhelming attack by B to B 3 and P to K B 4; perhaps B to B 4 was the safest course.

(*d*) He would have done much better here to Castle, which he never gets a chance of afterwards.

(*e*) Finely played, especially when it is remembered that this was only one out of ten simultaneous blindfold games.

(*f*) In the exposed position of Black's K, this, we think was an error; he ought rather at once to move away his Q R in order to be able afterwards to play Kt to B 4 or K B sq.

(*g*) Black cannot afford to waste time by such moves as this; here again his proper course seems to be to remove his Q R. Had he taken the K P with B, White could reply with P to K B 4, and on the B retreating to B 3, P to K R 4 followed by R to K sq would have been crushing.

(*h*) It does not appear that White could gain much by Kt to B 7 (ch) and P to K 6 here, but he might have played Kt to Q 4 perhaps, or Kt takes B (ch) and then P to B 5 with telling effect.

(*i*) Mr Blackburne's play in this game is a model of excellence; having once obtained an advantage of position, he never relaxes his hold.

Game 73.

Played at the Divan, May 1876.

(*Sicilian*).

White (G. H. D. Gossip).	Black (Mr Lowe).
1 P to K 4	1 P to Q B 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to B 3 (*a*)	3 P to K 4
4 B to Kt 5 (*b*)	4 Kt to B 3
5 B takes Kt	5 Q P takes B
6 Castles	6 B to Kt 5
7 P to K R 3	7 B takes Kt
8 Q takes B	8 B to Q 3
9 P to Q 4	9 B P takes P
10 P takes P	10 P takes P
11 P to K 5	11 B takes P
12 R to K sq	12 Kt to Q 2
13 Q to K Kt 3 (*c*)	13 Q to K 2 (*d*)
14 P to B 4	14 P to B 3
15 P takes B	15 P takes P
16 B to Kt 5	16 Q to K 3
17 Kt to R 3	17 Castles (K R)
18 Q R to Q sq	18 P to K R 3
19 B to B sq	19 P to Q B 4
20 Kt to Q Kt 5	20 Q to Q B 3
21 P to Q R 4	21 P to Q R 3
22 Kt to Q R 3	22 Q R to K sq
23 Kt to Q B 4	23 Q takes P
24 B takes P	24 R to K 2 (*e*)
25 P to Kt 3	25 Q to B 3
26 B to Kt 5	26 R to K 3

27 Kt takes P	27 Kt takes Kt
28 R takes Kt	28 K R to K sq
29 Q R to K sq	29 P to Q Kt 4 (*r*
30 B to B 6	30 Q to B 2
31 B takes P	31 R takes R
32 B takes R dis ch, and wins.	

Notes.

(*a*) P to Q 4 at once is better, or Kt to B 3.

(*b*) We prefer B to B 4 here; for if Kt to R 4, then Kt takes K P; and if Kt to B 3, the reply is Kt to Kt 5.

(*c*) Q to K B 5 would be stronger perhaps.

(*d*) Mr L. should, of course, have Castled, but he gets three Pawns for his lost piece.

(*e*) Throwing away the game. Had he played R to B 2, White would have found it hard to stop the Pawns.

(*f*) A fatal error; by changing off the Rooks he might yet have saved the game.

Game 74.

Played at Edinburgh Club in 1872.

White (Mr G. B. Fraser).	Black (Mr D. Fraser).
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 Q to K R 5
5 Kt to K B 3	5 Q takes K P ch
6 B to K 2	6 B to Q Kt 5 ch
7 P to Q B 3	7 B to K 2
8 Castles	8 Kt to K B 3 (*a*)
9 B to Q 3	9 Q to K Kt 5
10 P to K R 3	10 Q to K R 4
11 B to K B 4 (*b*)	11 P to Q 3
12 Q Kt to Q 2	12 B to K B 4
13 B to K 2	13 Kt to Q 4 (*c*)
14 Kt to K 5 (*d*)	14 Q to K R 5
15 B to K Kt 3	15 Q to K B 3
16 Kt takes Kt	16 P takes Kt
17 Q to Q R 4	17 B to Q 2
18 B to K Kt 4	18 Kt to Q Kt 3
19 B takes B ch	19 K takes B
20 Q to K Kt 4 ch	20 K to Q sq (*e*)
21 K R to K sq	21 K R to K sq
22 Kt to Q Kt 3 (*f*)	22 P to Q B 4
23 Kt to Q R 5	23 P to Q B 3
24 R takes K B	

And Black resigned.

Notes by Mr Fraser.

(*a*) This defence has, I notice, been recently adopted by Mason of New York in several encounters against the leading American players.

(*b*) Slow but sure!

(*c*) Curiously enough, this rejoinder renders White's threatened attack upon the Queen almost harmless.

(*d*) Is there anything better to be done here?

(*e*) It would have been much better to interpose the Queen, as the capture of K Kt P would expose White to a dangerous attack upon his King's quarter.

(*f*) Threatening to go to Q 4, Q B 5, or Q R 5, one of which must of necessity be left open.

CHESS INTELLIGENCE.

*** Secretaries of Clubs and others *are invited to assist us in making our record of the month's doings as complete as possible.*

La Nuova Rivista for July is a capital number. As its contribution to the Jubilee honours of the great master, it opens with a frontispiece-portrait of Prof. Anderssen, which is accompanied by a short sketch of his life, one of the most celebrated of his games, and six of his problems. On the cover of the magazine is given one of Morphy's games, printed in the Italian and also in the so-called Algebraic notation, together with an explanation of the latter, which we find to be none other than our old friend the notation adopted by the Germans. We apologise to our contemporary for the dulness of apprehension evinced in our remarks on the subject in our March number, but we certainly thought that some more novel and concise method of recording the moves in games had at length been invented.

The *Schachzeitung* for June (received July 16th) is principally occupied with the programmes and regulations of the Leipsic and Cologne tourneys. It also contains a game played by the Automaton at Berlin, and it announces that that player has removed his quarters to Breslau, where, by-and-bye, he may perhaps encounter the veteran Anderssen.

The Anderssen Jubilee.—We are gratified to learn that the festivals in celebration of Professor Anderssen's Chess Jubilee, which are to be held at Leipzig during the coming week, will be attended by a distinguished delegate from this country. Herr Zukertort, who has been paying a flying visit during the past week to the Rotterdam Chess Club, has proceeded to Leipzig on a double mission, viz., in order to compete in the tournament, and as bearer of a letter from the St. George's Chess Club, conveying the congratulations of that Society to Professor Anderssen, and announcing to the jubilar his election as an honorary member. This handsome attention on the part of the oldest and, from a social point of view, the highest chess club in the world, to one of the greatest players of our time, will no doubt be warmly approved of by every lover of the game throughout the country.—The *Field* of July 14th.

[We offer our own homage to the great Prussian master by giving two brief and brilliant specimens of his play as our Select Reprints this month.]

We extract the following interesting items of Australian Chess news from a recently received budget of the *Adelaide Observer:*—

In Adelaide the attendance at the Chess Club fluctuates considerably, not-

withstanding the exertions of that indispensable adjunct of a prosperous Chess Club—an active and indefatigable Secretary. The President (Mr J. Hodgkiss, J.P.) has intimated his intention of offering as a prize for competition among the members a splendid Staunton Shakspeare. Visitors always receive a warm welcome. Country players often drop in. Amongst recent strangers was one from Bonnie Dundee—Mr A. Baxter, brother of the celebrated player and problematist, Mr C. R. Baxter, and cousin of the noted chess composer, Mr C. M. Baxter. During Easter, Mr A. Holloway, of Williamstown, visited the Club, giving Kt and move, and worsting the Secretary and another member four games. On Wednesday evening, April 4, he and Mr H. Charlick had a game on even terms, the latter winning after three and a half hour's play, and 150 moves.

In Melbourne steps are suggested to bring the long-winded handicap tourney to an end. The *Leader* Problem Tourney for a prize of £4 4s. closed on May 1st.

In Williamstown (Va.) the enterprising Chess Club has started another handicap tournament. The prizes are £2 and £1, to be won twice by the same players by May 15 and June 30. Eight players have entered, Mr E. L. Bailey starting at scratch, and giving such tremendous odds as Kt to the second, and two Rooks to the third class. He has won both his opening games. We miss with regret a former winner, Mr J. Watson.

In Hamilton (Va.) the Chess Club held its first annual meeting March 5. The Club numbered 44 members, and during the year had held three tournaments—the winners being Messrs. J. Sergeant, H. J. Bloomfield, and in the last (3 prizes) Brayshay, Anketell, and L. Horwitz.

In Sydney in the handicap tourney Mr C. M. Fisher still maintained a strong lead of 10 games to 1, with Mr Lea a good second, 9½ to 3. A match is spoken of between Messrs. Fisher and Wisker.

In Brisbane Mr J. Wisker has taken the management of the Chess Column in the *Week*. On March 23 he repeated his extraordinary blindfold feat of playing six games at once *sans voir* against six strong Brisbane amateurs, winning 4 and losing 2—all in the short space of four hours. Mr Wisker is wrong in stating in the *Week* that his two performances were the first instances of blindfold chess in Australia. Mr Fisher, the Sydney Champion, is an adept at blindfold play, and we believe he has more than once played a plurality of games at once without seeing the boards. Mr W. Crane, Jun., of Sydney, has also played frequently a single game in this manner. Mr L. Goldsmith, the well-known Victorian player, has shown that he is skilled in this department of the game. Mr H. Charlick, of Adelaide, plays in this way with facility, and in past years has frequently practised it. On one occasion he managed two games simultaneously blindfold against two members of the old Adelaide Chess Club, winning both in two hours.

In Wellington (N. Z.) Mr C. Benbow is now recognized as the best chess player in the colony. On March 19 he conducted nine games at once at the Chess Club, winning eight and only losing one to Messrs. Alcorn and Whittam, who consulted. A handicap tourney was to begin March 26.

The Inter-colonial match by telegraph between New South Wales and Victoria (Sydney and Melbourne) has been won by the latter by a majority of two games.

We have pleasure in giving our readers the paired list referred to in the July issue of the *Chess Player's Chronicle*. We expect to publish a selection of the games played in this great match some time next year, if the players keep up to the time limit; this month some of the British team will be spending their holidays.

The British team are arranged alphabetically.

Great Britain v. *America.*

INTERNATIONAL POSTAL CARD CHESS TOURNEY.

BRITISH TEAM.	American Team.
J. Allen 87 Lindsay Street, Belfast.	P. G. Toepfer, Milwaukee, Wis.
H. Brewer, Gervis House, Bournemouth.	Eugene Delmar, care Duff, Malcomson & Co., 255 Canal St., New York.
Wm. Coates, 6 Grafton Terrace, Cheltenham.	Max Judd, 415 Washington Street, St. Louis, Mo.
J. T. C. Chatto, 7 Granville Square, London, W.C.	T. E. Brenzingu, U.S. Hotel, Saratoga Springs, N.Y.
J. Copping, St. Neots.	Dan. Jager, P.O. Box 197, New York.
J. Crake, 9 Rose Street, Beverly Road, Hull.	Thomas H. Foster, Mt. Clemens, Mich.
G. W. Farrow, 28 Prospect Street, Kingston Square, Hull.	C. G. Lincoln, 784 Main Street, Hartford, Con.
G. H. D. Gossip, Gothic Cottage, East Bergholt, Colchester.	Mrs J. W. Gilbert, 21 Capitol Ave., Hartford, Conn.
John H. Hood, Balsall, near Coventry.	C. H. Blood, Biddeford, Me.
E. H. Heath, Ewell Road, Ewell, Surrey.	Don. C. Rogers, Antisdel House, Detroit, Mich.
D. M. Latta, 49 Constitution Street, Leith.	F. H. Curtiss, Almy Uinta Co., Wyoming, Ter.
H. W. Molson, Scotchmount, Lisburn Road, Belfast.	James Burke, 129 Avenue C, New York.
Sergt.-Major M'Arthur, 1 Portfield Road, Chichester.	A. W. Gentil, N. W. Mut. Life Ins. Coy., Milwaukee, Wis.
H. Monck, 13 Belvedere Place, Dublin.	Jacob Frech, Surg.-General's Office, Washington, D.C.
Wm. T. Morton, Midton Road, Ayr.	Max H. Pieler, Ætna Life Ins. Coy., Hartford, Conn.
Wm. Nash, St Neots.	Jno. C. Romeyn, Lock Box No. 5, Rondout P. O., Kingston City, Ulster Co., N.Y.
Jos. O'Brien, 5 Post Lane, Renfrew.	E. A. Kunkel, Wolcottville, Con.
J. Parker, 8 Albion Terrace, Grimsby.	I. E. Orchard, Columbia, S.C.
J. T. Palmer, 28 John Street, Kingston Square, Hull.	F. A. Boothby, Portland, Me.
Edwin Palmer, Fairfield, Cullumpton, Devon.	Edward Hime, 21 Carondilet Street, New Orleans, La.
R. H. Phillips, 28 Prospect Street, Hull.	L. W. Davis, Oconomowoe, Wis.
Rev. C. E. Ranken, St. Ronan's, Malvern.	Wm. J. Berry, Beverly, Mass.
R. J. Stranger, Court House, North Molton, North Devon.	T. B. Bull, Chess Editor, *Detroit Free Press*, Detroit, Mich.
G. W. Stevens, 30 Little Park Street, Coventry.	H. Holmes, Bay City, Pierce Co., Wis.
Colour-Sergt. J. Scott, Royal Sussex Militia, Chichester.	H. C. Lunt, Independence, Kau.
Henry Waight, 31 Clement St., Halifax.	Leroy S. Atkinson, Tilton, N.H.
H. Williams, 43 Hope Street, Wrexham.	Wm. Olcutt, Drawer F., Hartford, Conn.
Colour-Sergt. Woods, 35th Regiment, Barracks, Chichester.	L. T. Brown, Cranberry, N.J.

We learn from a private source that Captain Mackenzie, the Chess Champion of America, has not accepted Mr Bird's challenge to play a match.

THE CENTENNIAL CHESS PROBLEM TOURNAMENT.—The decision of the umpire (Mr E. B. Cook) in the Centennial Problem Tournament has been made public, and, as was to be expected, Mr Samuel Loyd, the famous problem composer, carries off the lion's share of the honours. The following are the successful competitors:

For the best single problem of the tournament...Samuel Loyd.
For the best set.....Samuel Loyd.
For the second best set.....Samuel Loyd.
For the third best set.....Jacob Elson.
For the best two-mover.....Samuel Loyd.
For the best three-mover .....Samuel Loyd.
For the best four-mover.....Samuel Loyd.
For the second best two-mover.....Harry Boardman.
For the second best three-mover .....Jacob Elson
For the second best four-mover .....Samuel Loyd.
For the third best two-mover .....J. B. M'Kim.
For the third best three-mover .....J. H. Finlinson.
For the third best four-mover .....J. H. Finlinson.

We are indebted to the courtesy of Dr C. C. Moore for the above particulars.—New York *Turf, Field, and Farm.*

CHESS IN CANADA.—The members of the various clubs throughout the Dominion are "brushing up" for the coming tournament to be held at Quebec in August.

CHESS IN NEW YORK.—Mr Bird is still here. It is his intention to start a chess resort on the plan of the "Divan" in London. He is also preparing for publication a book on the Openings.

THE LONDON CLUBS.—*St. George's.*—The handicap referred to in our last has been won by Prof. Wayte, the "scratch" player, with a score of 16½ games out of a possible 20. The second and third prizes are not yet decided, a few important games remaining still unplayed.

West End.—It is this Club, and not the St. George's, which is now located at 31 Craven Street, Strand. The statement in our last was the result of an error of the press.

The handicap tourney at the City of London Club has been brought to a conclusion. Mr Potter takes first prize, Mr Stevens second, and Mr Block third.

We are glad to learn that a Chess Club has been organized at Hackney, in connection with the Institute, and that it already numbers 38 members. The meetings are held on Tuesdays and Fridays, and a fair attendance has been kept up, chiefly owing to an introductory tournament, arranged on a capital plan by Mr Beyfus, the Hon. Secretary.

We have now examined a large portion of the MS. of Mr Gossip's forthcoming book, and are of opinion that for clearness of arrangement and accuracy of detail it equals, while in fulness of analysis, as well as in containing the newest discoveries and suggestions, it surpasses any manual of Chess heretofore published. Among the subscribers are the Revs. Prof. Wayte, A. B. Skipworth, F. R. Drew, C. E. Ranken; W. Nash, Esq., J. Watkinson, Esq., J. Halford, Esq., J. L. Holmes, Esq., etc., etc.

We are glad to learn that Mr Steinitz has accepted Mr Blackburne's challenge to a return match, and that the contest will probably begin very shortly.

CHESS IN HULL AND DISTRICT.—The third annual meeting of the Church Institute Chess and Draught Club was held on July 10th—Mr J. Holmes in the chair. The Secretary's report was very favourable, and showed that of eight matches played during the past session the Institute Club won four, drew two, and lost two. A correspondence match with the Leeds Church Institute Club ended in a draw, each club scoring one game. Mr J. Holmes was elected President, and Mr J. T. Palmer Secretary and Treasurer. The subscription to the Institute is 7s. 6d. per annum, and the chess and draught rooms are open to the 1,300 members of the Institute.

The *Muzio Gambit* double tournament at the Church Institute is progressing very favourably. Messrs. J. N. Mortson, R. H. Philip, and D. Sargent have beaten their respective opponents in the first round of both the A and B tournaments. Messrs. H. Dixon and J. Crake, and H. Dixon and G. W. Farrow have not yet finished their respective *parties*.

A handicap tournament has recently commenced at the Catholic Institute. 24 gentlemen have entered, and seven players—Messrs. H. Hildyard, J. Jacobsen, H. C. Mills, J. N. Mortson, F. R. Müller, J. T. Palmer, and J. Walker, give the odds of Queen's Knight to the remaining 17 players. The entrance fee is one shilling. Each player contests two games with every other player, and prizes of the value of 12s. 6d. and 7s. 6d. will be awarded to the two highest scorers. A third prize will be awarded, if the amount of entrance fees is sufficient.

A match between the town and country members of the Grimsby and District Chess Club has ended in a tie, each team scoring 8 games.

WORCESTER CHESS CLUB.—The Tournament of 1877 is just concluded. The prize, consisting of a handsomely embossed inkstand, in the medieval style, the gift of the President of the Club, the Rev. Sir Gilbert F. Lewis, Bart., has been won by Mr John Wood, the Hon. Secretary. Mr Wood received Pawn and move from two winners of previous tournaments, gave Pawn and move and Pawn and two moves in two instances, playing the others on even terms. Mr A. Foulkes, receiving odds from all the players, stands second. Eight competitors.

BRISTOL YOUNG MEN'S CHRISTIAN ASSOCIATION CHESS CLUB.—The annual tournament which has been taking place amongst the members during the past season has been brought to a close, and last month the prizes were awarded in the following order:—

CLASS III.—Mr W. Hall.....	1st	Prize.
„ I.—Mr O. Hunt.....	2d	„
„ II.—Mr J. Templar.....	3d	„
„ IV.—Mr K. Hunt.....	4th	„
„ IV.—Mr S. T. Jey.....	5th	„
„ V.—Mr H. A. Wood.....	6th	„

NOTICES TO CORRESPONDENTS.

M. B., Hackney; J. T. P., Hull; J. W., Worcester; S. T. J., Bristol, are thanked for their communications.

Editor *Town and Country Journal*, Sydney. With much pleasure. Our July number has been sent you.

Problems received with thanks from J. Pierce, J. H. North, W. A. Shinkman, W. T. Pierce, Sergt.-Major M'Arthur, H. F. L. Meyer.

A. D., Marseilles. Thanks for the four problems: we will examine them.

SOLUTIONS TO PROBLEMS.

	WHITE.	BLACK.
No. XLIII.—1	Kt to R 7	1 K takes R
2	Q to K Kt 2 ch	2 Anything
3	Q takes Kt mate	
No. XLIX.—1	Q to R 2	
No. L.—1	R to Kt 4 ch	
No. LI.—1	Kt to B 4	1 K takes P
2	Q to B 3	2 K moves
3	Q mates	
		1 K to K 3
2	Q to Kt 7	2 K moves
3	Q mates	
		1 K to K 5 or Q 5
2	Q to K 3 ch	2 K moves
3	Q mates	
No. LII.—1	Q to R 6	1 B takes Kt or B, or B to Q 2
2	B to B 5 ch	2 Anything
3	Q mates	
		1 B to K 3 or Kt 3, or R to K 3
2	Q to Kt 7 ch	2 Anything
3	Q or Kt mates accordingly	
No. LIII.—1	B to K B 4	1 Kt to Q Kt 2
2	Q takes K P	2 Anything
3	Kt mates	
		1 Kt to K 3
2	Q to K B 7	2 Anything
3	Q mates	
No. LIV.—1	Q to K B sq	1 K moves
2	Q to Kt 5 ch	2 K moves
3	Q to Kt 8 ch	3 K takes Q
4	Kt mates	
No. LV.—1	Kt to B 6 ch	1 R interposes
2	Kt to Kt 5 ch	2 Kt interposes
3	Q to B 8 ch	3 B interposes
4	Q takes Kt ch	4 B interposes
5	Q to K Kt 3	5 Kt takes Q mate
No. LVI.—1	R to Q R 7	1 Q to K B 6
2	R takes B ch	2 K takes R
3	Q to Q Kt 5 ch, and mates in three moves.	

CORRECT SOLUTIONS.—H. Blanchard has solved No. 43; F. W. Davis, 50; Emile Frau, 49, 50, 51; J. H. North, 43, 49, 50, 51, 52, 54; "Zeus," 43, 49, 50, 51, 52, 53, 54; P. S. Shenele, 49, 50, 51, 52, 53, 54, 55; "Cant," 43, 49, 50, 51, 52, 53, 54, 55, 56.

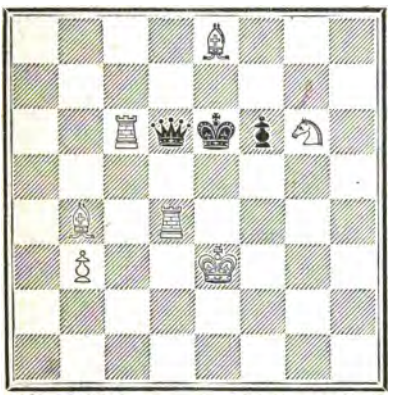
We shall be glad to acknowledge any Solutions of Problems which we may receive before the 20th of each month.

PROBLEMS.

Under the supervision of JOHN CRUM, 16 *Bothwell Street, Glasgow, to whom all Communications connected with Problems, Solutions, &c., should be addressed.*

No. 57.—From the "Lebanon Herald."
By Col. A. Z. HUGGINS.

BLACK.

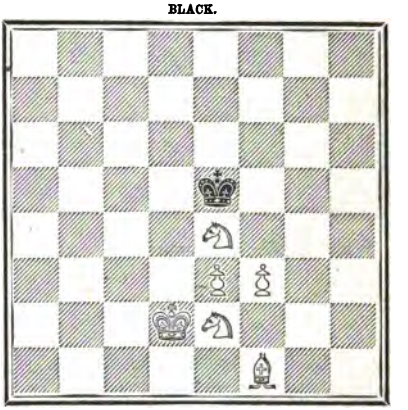


WHITE.

White to play and mate in two moves.

No. 58.—By H. BLANCHARD.

BLACK.

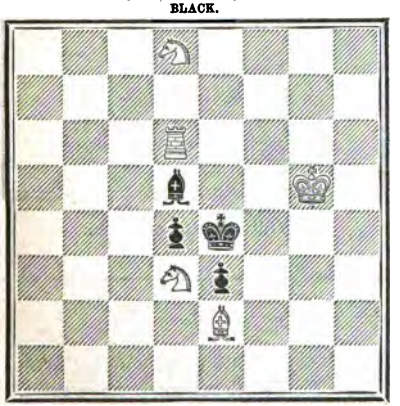


WHITE.

White to play and mate in three moves.

No. 59.—By Sergt.-Major M'ARTHUR.

BLACK.



WHITE.

White to play and mate in three moves.

No. 60.—By W. A. SHINKMAN.

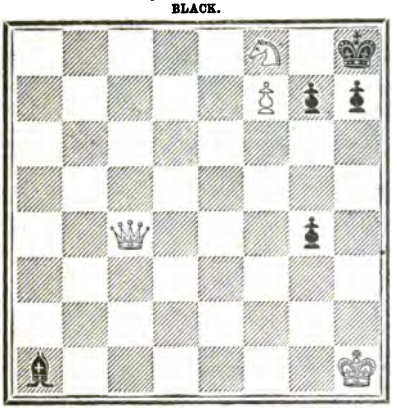
BLACK.

WHITE.

White to play and mate in three moves.

No. 61.—From the "Derbyshire Gazette."
By S. Loyd.

BLACK.

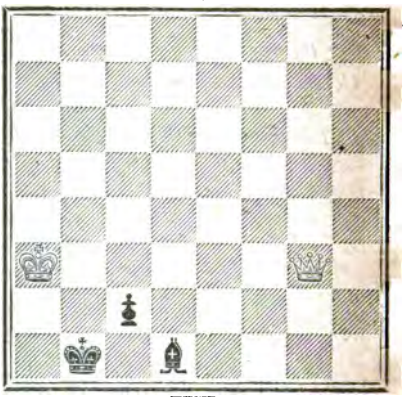


WHITE.

White to play and mate in three moves.

No. 62.—By Rev. C. E. Ranken.
(An idea of Herr King's revised.)

BLACK



WHITE.

White to play and mate in six moves.

No. 63.—By H. F. L. Meyer.

BLACK.

WHITE.

White to play and mate in twelve moves.

No. 64.—End Game.

BLACK (Mr. D. B. Chapman).

WHITE (Mr. W. T. Pierce).

White to play and win.

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(New Series.)

A Monthly Record of Chess.

EDITED BY

Rev. C. E. RANKEN.

WITH THE CO-OPERATION OF

G. B. FRASER, Esq. | Rev. Professor WAYTE.
Rev. A. B. SKIPWORTH. | J. CRUM, Esq.

PROBLEM

BY

H. BLANCHARD.

BLACK.

WHITE.

White to play and mate in four moves.

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HUDDERSFIELD COLLEGE MAGAZINE.

A NEW VOLUME (the 6th) begins October 1st. The Chess Department is now enlarged to ten pages monthly.

Specimen copy will be sent free on receipt of post-card. Subscriptions (3s. 6d. per annum), may be sent to JOHN WATKINSON, Fairfield, Huddersfield.

*** *All communications for this Magazine to be addressed to the* Rev. C. E. RANKEN, *St Ronan's, Malvern, Worcestershire, except those for the Problem department, which should be sent to J. Crum, Esq.,* 16 *Bothwell St., Glasgow. Games and Problems should be sent as early in the month as possible, in order to secure attention, and other matter not later than the* 20*th.*

The Chess Player's Chronicle.

1st SEPTEMBER, 1877.

THE PRESENT POSITION OF THE THEORY OF FAVOURITE OPENINGS.—(No. I.)

(*From the Schachzeitung.*)

AMONG favourite openings of a lively character, in the front rank are to be named the Scotch and Bishop's Gambits. We will therefore place at the top the development and present position of these games.

SCOTCH GAMBIT.

1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P (best)

The opinion that 3 $\frac{\text{Kt takes P,}}{}$ 4 $\frac{\text{Kt takes Kt,}}{\text{P takes Kt,}}$ 5 $\frac{\text{Q takes P,}}{}$ gives White a freer game has been always acknowledged.

After 3 $\frac{\text{P takes P,}}{}$ White has the choice between three continuations—4 $\frac{\text{B to Q B 4,}}{}$ 4 $\frac{\text{Kt takes P,}}{}$ and 4 $\frac{\text{P to Q B 3,}}{}$ of which the first named is the oldest, and now the rarest, the last named the newest. 4 $\frac{\text{B to Q B 4}}{}$ has gone out of fashion, because, on the one hand, 4 $\frac{}{\text{B to B 4,}}$ 5 $\frac{\text{P to Q B 3,}}{\text{Kt to B 3,}}$ leads to a variation of the Giuoco Piano unfavourable to White (the compromised game, 4 $\frac{\text{B to Kt 5 ch,}}{}$ no one any longer regards as tenable); while, on the other, the so-called Vitzthum attack finds its refutation in the two following main variations:—

	4 B to B 4
5 Kt to Kt 5	5 Kt to R 3 (best)
6 Q to R 5	6 Q to B 3
7 P to K B 4	7 P to Q 3
8 P to K R 3	8 B to Q 2
9 Castles	9 Q to Kt 3
10 Q to B 3	10 Castles (Q R)

and Black has far the better game.

		4 B to B 4
5	Kt to Kt 5	5 Kt to R 3
6	Kt takes B P	6 Kt takes Kt
7	B takes Kt ch	7 K takes B
8	Q to R 5 ch	8 P to Kt 3
9	Q takes B	9 P to Q 4
10	Castles	10 P takes P
11	P to Q B 3, or B to K B 4	11 R to K sq

and Black's position is somewhat the best.

In reply to 4 P to Q B 3, may be adopted the safe defence, 4 P to Q 4, 5 K P takes P, Q takes P, 6 P takes P, B to K Kt 5, 7 B to K 2 (best), Castles, 8 B to K 3 Q to R 4 ch, 9 Kt to B 3, B to Q B 4, 10 Castles, B takes Kt, 11 B takes B, Kt takes P, 12 B takes Kt, B takes B, 13 Q to Kt 3, Q to Kt 3, 14 Q takes B P, Kt to R 3, &c. It would be risky to play 4 P takes P, because after 5 B to Q B 4, P takes P, 6 Q B takes P, a demonstrable mode of correct defence does not yet exist. Upon 6 B to Kt 5 ch, would follow, not 7 Kt to Q 2, but better, 7 Kt to B 3. Also the experiment of leaving the Kt P alone, and playing instead 5 B to Q Kt 5, Kt to K B 3, or P to B 7, has as yet no satisfactory result to shew. Anderssen has made use of the first move, B to Kt 5, in tourney games, yet has only won in consequence of a weak continuation of the attack on the part of his opponents. Paulsen played the move Kt to B 3 at Düsseldorf, against Flechsig, and after an extraordinarily tiresome defence, obtained a draw. Lastly, P to B 7 has been tried by Mieses, the result of which variation was allowed (after a wearying game for Black) to be only a draw. As a conclusion, it remains therefore to be preliminarily established that 4 P takes P can at this point hardly be recommended. So long as the narrow path of an entirely satisfactory defence from this point has not been discovered, the proportionately easy-to-be-conducted attack will always have overwhelming force.

The continuation 4 Kt takes P has acquired by far the most favour. In reply to this, the three defences, B to B 4, Q to R 5, and Kt to B 3, have of old time been known. The last, analysed by E. von Schmidt, leaves White, after 5 Kt takes Kt, Kt P takes Kt, 6 B to Q 3, P to Q 4, 7 Q to K 2, in somewhat the better position. 4 Q to R 5 may, theoretically, be satisfactory for the defence, but it at any rate gives Black a more difficult game than perhaps any other single opening; in practice, therefore, 4 Q to R 5 is rightly not liked. In answer to the Horwitz attack, 5 Kt to Q Kt 5,

Steinitz, in the following variation, has indicated the best continuation for Black:—

	4 Q to K R 5
5 Kt to Q Kt 5	5 B to Kt 5 ch
6 B to Q 2	6 Q takes K P ch
7 B to K 2	7 K to Q sq
8 Castles	8 B takes B
9 Kt takes B	9 Q to K B 5
10 P to Q B 4	10 Kt to B 3

Black preserves the Pawn, but he still has much difficulty of development.

With regard to the Fraser attack, 5 Kt to K B 3, which was lately analysed afresh by the author himself, opinions are still very divided. As the safest defence against 4 Kt takes P, 4 B to B 4 is most frequently adopted. White thereupon answers 5 B to K 3, 5 Kt to B 5, 5 Kt takes Kt, or 5 Kt to Kt 3. In both the latter moves lies little chance of attack. By 5 Kt takes Kt, / Q to B 3, 6 Q to B 3, / Q takes Q, 7 P takes Q, / Kt P takes Kt, 8 Kt to B 3, / Kt to K 2, 9 B to K 3, / B to Kt 3, or 8 B to K B 4, / P to Q 3, 9 B to B 4, / B to K 3, the game is quickly equalized; but in 5 Kt to Kt 3 / B to Kt 3 there lies a little weakness of the White game, owing to the unfavourable position of the Kt at Kt 3. 5 Kt to B 5 can be answered by 5 Q to B 3, P to K Kt 3, or P to Q 4. The attacking move, P to Q 4, is indeed rejected by many; but by 6 Kt takes P ch, / K to B sq, 7 Kt to R 5, / Q to R 5, 8 Kt to Kt 3, / Kt to B 3 (best), 9 B to K 2 (best), / B to K Kt 5 (best), it appears to us to lead to a satisfactory attack. 5 ——— / P to K Kt 3 is safe and good, whereas 5 ——— / Q to B 3, 6 Kt to K 3, / P to Q 3, 7 Kt to B 3, / K Kt to K 2, 8 B to Q 3 or K 2, appears to be somewhat better for White.

5 B to K 3 (P to Q B 3 would be bad, on account of Q to K 2), 5 Q to B 3, 6 P to Q B 3, / K Kt to K 2, 7 B to K 2, / P to Q 4, 8 B to B 3 (best), / B takes Kt, 9 P takes B, / P takes P, 10 B takes P, / Castles, leads to a disadvantageous game for White, because the P at Q 4 is isolated. On this account a proposal which we find in *Brownson's Chess Journal* is not unimportant, viz., to play 7 B to Q B 4, and in case of now 7 Kt to K 4, 8 B to K 2 (best), instead of. B to Kt 3. Moreover, 7 P to K B 4 is also good, which by degrees has proved itself, contrary to the earlier prevailing opinion, a better move than 7 B to K 2. Then must follow 7 ——— / P to Q 4, 8 P to K 5 / Q to R 3 (not 8 ——— / Q to Kt 3, on account of the loss of a piece by 9 P to B 5), or 8 ——— / Q to R 5 ch, 9 P to Kt 3, / Q to R 3, &c.

The latest thing in reference to the variation 4 $\frac{\text{Kt takes P,}}{\text{B to B 4}}$ has been briefly proposed by Mr Spencer of Chicago, in the *American Chess Journal*. He plays 5 $\frac{}{\text{B takes Kt,}}$ 6 $\frac{\text{B takes B,}}{\text{Kt to K B 3,}}$ and the Journal named promises to disclose thereupon an analysis of this mode of play. Lastly, of more recent date is Prof. Wayte's proposal,* not to play 4 $\frac{}{\text{B to B 4,}}$ but 4 $\frac{}{\text{Q to B 3,}}$ in order to guard against 5 $\frac{\text{Kt to B 5.}}{}$ This variation is indeed of only inferior consequence, since, to begin with, there is no reason to avoid the attack of $\frac{\text{Kt to B 5.}}{}$

(To be continued.)

Game 75.

The following is the consultation game referred to in our report of the Leipzig Chess Congress:—

(Irregular Opening).

White (L. Paulsen, Dr Goring, and Metger).	Black (A. Anderssen, J. H. Zukertort, and Dr C. Schmidt).
1 P to Q B 4	1 P to K 3 (*a*)
2 P to K 3	2 Kt to K B 3
3 P to Q R 3 (*b*)	3 P to Q B 4
4 Kt to K B 3	4 Kt to B 3
5 Kt to B 3	5 P to Q R 3 (*c*)
6 P to Q 4	6 P to Q 4
7 Q P takes P	7 B takes P
8 P to Q Kt 4	8 B to Q 3
9 P to B 5 (*d*)	9 B to B 2
10 B to Kt 2	10 Castles
11 Q to Kt 3	11 Q to K 2
12 B to K 2	12 B to Q 2
13 Castles K R	13 Q R to Q sq
14 K R to Q sq	14 B to B sq
15 Q R to B sq	15 P to K R 3 (*e*)
16 P to Q R 4	16 P to K 4
17 P to Kt 5 (*f*)	17 P takes P
18 P takes P	18 P to K 5 (*g*)
19 Kt to Q 2	19 Kt to K 4
20 Kt to B sq (*h*)	20 B to Kt 5 (*i*)
21 Kt takes Q P (*j*)	21 Kt takes Kt
22 B takes B	22 Kt to Q 6

* The suggestion was ours, not Prof. Wayte's. We do not agree with some of the conclusions put forth in this article, and notably with regard to the opinion that P to K B 4 is good play at move 7 for White.—[Ed. *C. P. C.*]

23 R takes Kt (*k*)	23 P takes R
24 Q takes P	24 B to K 4
25 Q to Kt 3	25 B takes B
26 Q takes B	26 Kt to B 3
27 B to B 3	27 Kt to K 5
28 P to B 6	28 P takes P
29 P takes P	29 Kt to Kt 4
30 B to K 2	30 R to Kt sq
31 Q to B 2	31 K R to Q B sq
32 Kt to Kt 3	32 Q to K 4
33 P to B 7	33 R to Kt 2 (*l*)
34 B to R 6	34 Q R takes P
35 B takes R (*m*)	35 R takes Q
36 R takes R	36 Q to R 8 ch
37 Kt to B sq	37 P to Kt 3
38 P to B 3	38 Q to K 8
39 B to R 6	39 P to R 4
40 R to Q 2	40 P to R 5
41 P to R 3 (*n*)	41 Kt to R 2
42 B to B 4	42 Kt to B 3
43 R to Q 4	43 P to Kt 4
44 R to Q 8 ch	44 K to Kt 2
45 R to Q B 8	45 Q to R 4
46 K to B 2	46 Kt to R 4
47 B to Q 3	47 P to B 4
48 K to Kt sq	48 P to B 5
49 P to K 4	49 Q to R 2 ch
50 K to R 2	50 Kt to Kt 6 (*o*)
51 R to B 2	51 Q to R 8
52 R to B 7 ch	52 K to B 3
53 R to B 6 ch	53 K to K 2
54 R to K Kt 6	54 Q to R 4 (*p*)
55 B to B 4	55 Q to Q B 4
56 B to Q 3	56 K to B 2
57 R to Q R 6	57 P to Kt 5 (*q*)
58 R P takes P	58 Q to K B 7
59 B to B 4 ch	59 K to B sq
60 R to R 5 (*r*)	60 P to R 6 (*s*)
61 Kt to K 3	61 P takes Kt
62 K takes P	62 P to K 7
63 B takes P	63 Kt takes B
Resigned.	

Notes.

(*a*) In the correspondence match between London and Vienna, the council of the latter opened here with P to K 4. The move in the text is more in conformity with the spirit of a close game.

(*b*) In the above-named match Kt to Q B 3 was played early, and the

answer of K B to Q Kt 5 brought the leading players into such difficulties as to produce the impression with some strong players that P to Q R 3 was an indispensable move in this opening. In the present instance the precaution seems to us, however, unnecessary, and the Kt might have been developed at once, since a comfortable retreat was open for it at K 2 in answer to B to Kt 5, to be followed accordingly by P to Q R 3 or Kt to Kt 3. At any rate, Kt to K B 3 could have been played first with advantage, for if then Black played P to Q 4, the answer of Q Kt to B 3 became perfectly correct, the position being analogous with many others arising in the same opening where the doubling of White's Pawns at Q B 3 is even an advantage in consequence of the second player's Q P being already fixed.

(*c*) One of those routine moves which imperceptibly damage the progress of the game when not carefully weighed in relation to the position in general. As the sequel shows, the advance of this P weakened the Q wing considerably, and gave the opponents the advantage in the development.

(*d*) In our opinion White has now the best of the game. White's far-advanced Pawns on the Q side are very menacing, while Black's centre Pawns can easily be kept inoffensive.

(*e*) Black play the waiting game, and, as a matter of fact, they can do nothing else.

(*f*) Taking the Q P with the Kt was obviously out of question on account of B to K 3 after retaking first the Kt.

(*g*) Black's Q P is now made still weaker, as it remains quite fixed now, and sufficient forces can be accumulated against it to win it ultimately, yet there was nothing better. Had they played for instance Kt to R 4, the game might have gone on thus:

	18 Kt to R 4
19 Q to R 2 threatening P to Kt 6	19 P to Q Kt 3
20 P takes P	20 B takes P
21 Kt takes P	21 Kt takes Kt
22 R takes Kt	22 B to K 3
23 R takes P, &c.	

(*h*) Here P to K R 3 was a necessary precaution, and White's neglecting it seriously imperils their position. The Q could not take the B P in reply to the move suggested, as White would then answer Kt takes K P.

(*i*) An excellent move, which gives Black a fine attack.

(*j*) White gets the worst of this capture; but, whatever they did, they could not recover from having allowed their opponents egress with the B on the K flank. Had they taken the B first, the game might have proceeded thus:

21 B takes B	21 K Kt takes B
22 P to K R 3 (if Kt takes P instead, then follows Q to R 5; and on the R or Q defending the K B P, the answer of Kt to B 6 ch would decide the game).	22 Kt to B 6 ch
23 P takes Kt	23 P takes P

And, play as White may, they cannot prevent mate in a few moves, as Black will bring next the Q to R 5, followed accordingly by Q to R 6, or Q takes P ch, &c.

(*k*) The sacrifice was unavoidable. Had they moved the R to B 2, the answer would have been Kt from Q 4 to Kt 5, followed accordingly by Q to R 5, or Q takes P.

(*l*) The play of the White allies, who had to defend an uphill battle, has been simply beyond praise. Whether Black were prepared for the beautiful manœuvre which follows we cannot tell; but it will be seen that they would

have done even worse by attempting to stop it either by R to Kt 7 or R to Kt 3, as the following beautiful variations will show. In the first place:

	33 R to Kt 7
34 Q to K B 5	34 Q to K 3 (if Black exchange Queens, White after retaking with the Kt, would threaten Kt to B 7 ch, or Kt to Q 6, both of which cannot be defended).
35 P to K R 4	35 R takes B best; for, if the Kt retire to R 2, White would exchange Queens, followed by B to R 6.
36 P takes Kt	36 R takes K P
37 P takes R	37 Q takes P ch

38 K to R 2, and wins, since Black's R is also *en prise.*

Secondly,

	33 R to Kt 3
34 Kt to B 5	34 R to Kt 7
35 Kt to K 7 ch	35 K to R sq

It will be seen that if the K move to B sq, White would proceed in the same way as in our following analysis; only in the last move of the variation they would play the Kt to Kt 6 instead of to Q 6.

36 Kt takes R	36 R takes Q
37 R takes R	37 Kt to K 3

38 Kt to Q 6, threatening to win the Q by Kt takes P ch. and winning without difficulty, for Black must now check with Q at R 8, and on the B covering, sacrifice the Kt for the P, leaving White three pieces and a P for the Q, which is more than enough to win.

(*m*) This finely conceived sacrifice of the Q ought to have secured the game by rights: but White subsequently did not make the most of his defensive resources, as will be shown hereafter.

(*n*) Here is the lapsus. A weak spot is created where the Kt can be settled ultimately, however long it may take to bring it to that square. The proper mode of defence was R to K B 2, letting the P come on further, *e.g.:*

41 R to K B 2	41 P to R 6
42 P to Kt 3	42 Q to Q 8
43 B to K 2	43 Q to Q 4
44 P to B 4	44 Kt to K 5; if the Kt retreat to K 3, then B to Kt 4 follows.

45 B to B 3, and after the exchange of Knights White would draw the game easily.

(*o*) The manner in which the Black allies have worked their Pawns and brought the Knight round so as to support the present attack is highly admirable.

(*p*) Black could have won the piece; but the game must have been drawn then, for White would have taken the Kt P, and then have kept the R on the fifth row, preventing the K from crossing, while Black had no means to compel the R to leave that row.

(*q*) This master stroke decided one of the most difficult end games that we have ever come across in actual play.

(*r*) R to R 2 could not be done on account of Kt takes Kt ch, followed either by Q takes R, or Kt to Kt 6 ch, &c.

(*s*) A splendid termination. If the K takes the P, then Black would take the Kt threatening mate next move. Whatever they may now do, they cannot save the game.

GAME 76.

The following games were played at the late meeting of the Counties' Chess Association.

(King's Gambit refused).

WHITE (Mr Thorold).	BLACK (Mr Wayte).
1 P to K 4	1 P to K 4
2 P to K B 4	2 B to Q B 4
3 Kt to K B 3	3 P to Q 3
4 P to Q 4 (*a*)	4 P takes Q P
5 B to Q 3	5 B to K Kt 5 (*b*)
6 Castles	6 Kt to Q B 3
7 P to Q R 3	7 K Kt to K 2
8 P to K R 3	8 B takes Kt
9 Q takes B	9 Castles (*c*)
10 P to Q Kt 4	10 B to Kt 3
11 P to Kt 5	11 Kt to Kt sq
12 P to K Kt 4	12 P to K B 3 (*d*)
13 P to K R 4	13 P to Q R 3
14 P takes P	14 Kt takes P
15 P to K B 5	15 K Kt to Q B 3
16 B to K B 4	16 Q Kt to Kt 5 (*e*)
17 B to B 4 (ch)	17 K to R sq
18 P to K Kt 5	18 Kt takes Q B P
19 P to K Kt 6	19 P to K R 3
20 Q to K R 5 (*f*)	20 P to Q 6 dis ch
21 K to R sq	21 B to K 6
22 B takes P at Q 3	22 B takes B
23 B takes Kt	23 B to K 4
24 R to Q R 2	24 Kt to Kt 5
25 B to Kt 3	25 Kt takes R
26 B takes Kt	26 R to R 5
27 Kt to Q 2	27 R takes R P
28 B to K 6	28 R to K R 6 ch
29 K to Kt 2 (*g*)	29 R to R 7 ch
30 K to B 3	30 R takes Kt
31 R to K Kt sq	31 Q to Q R sq
32 K to K 3	32 R to Q Kt 7
Resigns.	

Notes.

(*a*) A sacrifice which may fairly be ventured in an ordinary game, but which ought hardly to succeed in a match game of importance against Prof. Wayte.

(*b*) This move does not seem of much use in the present variation, as the Bishop can always be driven back and shut out, or forced to take the Kt, and thus bring the adverse Q into good play.

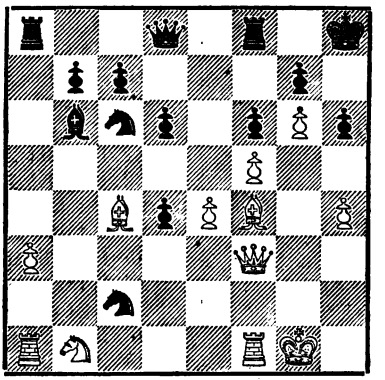
(*c*) It was rather bold to Castle in front of such a formidable line of

infantry; but it appears almost necessary, since White threatens to play Q to Kt 3, with embarrassing effect.

(*d*) Kt to Kt 3 was here, we think, the proper move.

(*e*) We should have preferred Kt to K 4 at once, as it was highly important either to get rid of White's Q B, or to prevent the advance of the P to Kt 6, and the check of the B at B 4.

(*f*) The position at this juncture is so curious and difficult that we give a diagram of it :—



White's best move here, we believe, was K to R sq. If, in answer to this, Black play Kt takes R, Kt to K 6, or Q Kt to K 4, White replies with Q to R 5, winning easily. Black can, however, play Kt to K 2; in which case the game would probably be continued thus :—

20 K to R sq	20 Kt to K 2
21 Q to R 5	21 Kt to Kt sq
22 B takes Kt	22 K takes B (best)
23 B takes R P	23 P takes B
24 Q takes P	24 Q to Q 2
25 P to Kt 7	25 Q takes P (best)
26 R to Kt sq	26 Q takes R ch
27 K takes Q	27 Kt takes R

(can he do better?) and White draws the game by perpetual check. If, at move 20, Black play P to Q 6, White can of course simply take the P with his K B.

(*g*) There was no occasion to give up the piece; but do what he would, the battle was evidently lost.

Game 77.

(Bishop's Gambit).

White (Mr Pierpoint).	Black (Mr Wayte).
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to Q B 4	3 Q to R 5 ch
4 K to B sq	4 Kt to Q B 3 (*a*)
5 P to Q 4	5 P to K Kt 4
6 Kt to Q B 3	6 B to Kt 2
7 P to K Kt 3 (*b*)	7 P takes P

8	Q to K B 3	8 P to Kt 7 ch
9	K takes P	9 Kt to K R 3
10	B to K 3 (*c*)	10 Kt takes P
11	B takes Kt	11 B takes B
12	K Kt to K 2	12 B takes Kt
13	Kt takes B	13 Q to Kt 5 ch
14	Q takes Q	14 Kt takes Q
15	Kt to Q 5 (*d*)	15 P to Q B 3
16	Kt to B 7 ch	16 K to Q sq
17	Kt takes R	17 Kt to K 6 ch
18	K to Kt 3	18 Kt takes B
19	P to Kt 3	19 Kt to K 4
20	P to B 4 (*e*)	20 P to Kt 3
21	P to Q R 4	21 B to Kt 2
22	P to R 5	22 P to Kt 4
23	Kt to Kt 6	23 P takes Kt
24	R P takes P	24 P takes P
25	R to R 7	25 K to B sq
26	K R to Q R sq	26 P takes P
27	K R to Q Kt sq	27 Kt to B 5
28	R takes P	28 K to Kt sq
29	Q R to R 4	29 P to Q 4
30	R to K B 3	30 P takes P
31	K R takes P	31 Kt takes P
32	Q R takes K P	32 P to K R 4
33	Q R to K 7	33 B to B sq
34	R to K sq	34 P to R 5 ch
35	K to B 2	35 B to Q 2 (*f*)
36	R to Q Kt sq	36 K to B 2
37	R to K Kt 7 (*g*)	37 R to B sq ch
38	K to K 3	38 Kt to Q 4 ch
39	K to Q 4	39 P to Kt 5
40	R to Q R sq	40 K to Q 3
41	R to Kt 6 ch	41 R to B 3
42	R takes R ch	42 Kt takes R
43	R to K B sq	43 Kt to Q 4
44	R to Q R sq	44 B to K 3
45	K to K 4	45 Kt to B 3 ch
46	K to B 4	46 P to R 6
47	R to Q sq ch	47 Kt to Q 4 ch
48	K to K 4	48 B to B sq
49	R to Q 2	49 B to R 3
50	K to B 5	50 P to Kt 6 (*h*)
51	P takes P	51 B to B 8
52	P to Kt 4	52 B to Kt 7
53	P to Kt 5	53 P to R 7
54	R to Q sq	54 P Queens
55	R takes Q	55 B takes R
56	P to Kt 6	56 Kt to K 2 ch

Resigns.

Notes.

(*a*) A favourite defence with the German masters, and highly commended in the *Handbuch.*

(*b*) The Fraser-Macdonnell attack is useless in this variation; P to K 5 is the proper move.

(*c*) It would have been better to play K Kt to K 2, and if Black took Pawn with Kt, to exchange Kts and then proceed with Kt to Q 5.

(*d*) Mr Wayte thinks this was not an oversight, but that White believed he got more attack by giving up the two pieces for the Rook.

(*e*) Lost time; the Q R P should go on at once.

(*f*) This is quite safe; for if White now attempts to win back his two pieces for the R, he loses by Pawns.

(*g*) Mr P. now thinks better of it.

(*h*) Prettily played.

Game 78.

(*Ruy Lopez*).

White (Mr Jenkin).	Black (Col. Minchin).
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3
3 B to Q Kt 5	3 P to Q R 3
4 B to Q R 4	4 K Kt to B 3
5 Castles	5 Kt takes K P
6 R to K sq (*a*)	6 Kt to Q B 4
7 Kt takes P	7 Kt takes Kt
8 R takes Kt ch	8 B to K 2
9 Q Kt to B 3 (*b*)	9 P to Q B 3
10 P to Q 4	10 Kt takes B
11 Kt takes Kt	11 Castles (*c*)
12 Kt to Q Kt 6	12 Q takes Kt
13 R takes B	13 P to Q 4
14 R to K 3	14 B to K B 4
15 P to Q Kt 3	15 Q R to K sq
16 B to Q R 3	16 R takes R
17 B takes R	17 R to K sq (*d*)
18 B to Q B 5 (*e*)	18 Q to Q B 2
19 Q to Q 2	19 Q to Q 2
20 P to Q B 3	20 B to K Kt 3 (*f*)
21 P to K B 3	21 P to K B 3
22 K to K B 2	22 Q to K 3

Drawn game.

Notes.

(*a*) P to Q 4 is now thought to be a stronger continuation, as Black dare not take the second Pawn.

(*b*) A plausible looking move, since Black cannot advantageously take the B on account of the reply Kt to Q 5; yet in view of Black's now Castling, or playing as in the text, we question whether 9 P to Q B 3 would not be better.

(*c*) We should prefer P to Q 3 and B to K 3 first, enabling him to preserve

his two Bishops. From this point with ordinary care the game must be drawn.

(*d*) R to K 3 was better, threatening an attack on the White King, and preventing B to Q 6.

(*e*) The Q being more out of play at Kt 3 than at B 2, this is but helping the adversary; B to Q 6 was the proper move.

(*f*) He ought rather to secure possession of the open file by playing Q to K 3.

GAME 79.

(*Bishop's Gambit*).

WHITE (Mr Ranken).	BLACK (Mr Yarranton).
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 B to Q B 4	3 Q to R 5 ch
4 K to B sq	4 P to Q 3 (*a*)
5 P to Q 4	5 P to K Kt 4
6 Kt to Q B 3 (*b*)	6 B to K 3
7 P to Q 5 (*c*)	7 B to Q 2
8 Q to Q 4	8 P to K B 3
9 Kt to K B 3	9 Q to K R 3
10 P to K R 4	10 B to K Kt 2
11 K to Kt sq	11 Q to K Kt 3
12 B to Q 2	12 Kt to K 2
13 R P takes P	13 P takes P
14 Q to Q 3	14 P to Q R 3 (*d*)
15 R to K sq	15 Castles
16 Kt to Q 4 (*e*)	16 P to K Kt 5
17 R to R 2	17 P to Q Kt 4
18 B to Kt 3	18 P to Q Kt 5
19 Kt to Q sq	19 K to R sq (*f*)
20 B takes Kt P	20 P to Q R 4
21 B to B 3	21 P to Q B 4
22 Q P takes P	22 Q Kt takes P
23 Kt to Q Kt 5	23 B takes B
24 Q Kt takes B (*g*)	24 R to K B 3
25 Kt to Q 5 (*h*)	25 Kt takes Kt
26 Q takes Kt	26 Q R to K sq
27 R to K R 5 (*i*)	27 R to K 4
28 R takes R	28 Kt takes R
29 Q to Q R 8 ch	29 B to K sq
30 Kt to Q B 7 (*k*)	30 R to K B sq (*l*)
31 R to Q sq	31 Kt to K B 6 ch
32 K to B 2	32 P to Kt 6 ch
Resigned.	

Notes.

(*a*) Some of the authorities say that this defence should allow White to recover his Pawn, but we do not know how they demonstrate it.

(*b*) It does not appear that by 6 $\frac{\text{P to K Kt 3,}}{\text{P takes P,}}$ 7 $\frac{\text{Q to K B 3,}}{\text{P to Kt 7 ch,}}$ 8 $\frac{\text{K takes P,}}{\text{B to K 3,}}$ the first player can gain any advantage here.

(*c*) Mr R. ought undoubtedly to have taken the Bishop, when the game would probably have proceeded thus, 7 $\frac{\text{B takes B,}}{\text{P takes B,}}$ 8 $\frac{\text{Kt to B 3,}}{\text{Q to R 4,}}$ 9 $\frac{\text{P to K R 4,}}{\text{P to K R 3,}}$ 10 $\frac{\text{K to Kt sq,}}{\text{P to Kt 5}}$ 11 $\frac{\text{Kt to R 2, \&c.}}{}$

(*d*) Black has nothing to fear from the oncoming of White's Kt to Kt 5, his best course therefore was to Castle, or else to play B to Kt 5 with the view of bringing Kt to Q 2 and Castling on the Q's side.

(*e*) Kt to Q sq would perhaps have been a better move, keeping in reserve K R 4 as a place of retreat for the K Kt, if attacked by the Kt P, since the Kt in reality threatens nothing by going to Q 4.

(*f*) Apparently an oversight, yet not so bad as it looks, for White threatened to play P to K 5, which now he cannot do.

(*g*) Better than Q takes B ch, for then Black would simply cover with Kt at K 4.

(*h*) It would probably be stronger to play Kt to B 7 and then to Q 5.

(*i*) This was a weak move, as the R was wanted at R 2 for defensive purposes. White's game here was difficult, and his best course perhaps was to retire the Kt to B 3.

(*k*) Weak again; had R to Q sq, threatening Kt takes P, been played now, it would apparently have obviated all danger, as in that case Black could gain no advantage by the check of the Kt at B 6.

(*l*) White must now lose either the exchange or his Q, but the latter contingency he strangely failed to see; the ending is very well played by Black.

Game 80.

Deciding game in the last round of the Handicap.

(*Irregular Opening*).

White (Mr Skipworth).	Black (Mr Ranken).
1 P to Q 4	1 P to K 3
2 Kt to K B 3	2 Kt to K B 3
3 P to Q R 3	3 P to Q B 4
4 P to K 3	4 P to Q 4
5 P to Q B 4	5 Kt to Q B 3
6 Kt to Q B 3	6 P to Q R 3
7 P takes Q P (*a*)	7 K P takes P
8 B to Q 3	8 P takes P
9 P takes P	9 B to K 3
10 Castles	10 P to K R 3
11 B to K 3	11 B to Q 3
12 Q to Q 2	12 R to Q B sq
13 P to Q Kt 4	13 Kt takes Kt P (*b*)
14 Kt to Q Kt 5	14 Kt takes B
15 Kt takes B ch	15 Q takes Kt
16 Q takes Kt	16 Castles
17 P to K R 3	17 P to Q Kt 4
18 B to Q 2	18 Q to Q Kt 3
19 P to Q R 4	19 Kt to K 5 (*c*)
20 B to Kt 4	20 K R to Q sq (*d*)

21 P takes P	21 Q takes P
22 Q takes Q	22 P takes Q
23 R to R 5	23 B to Q 2
24 Kt to K 5	24 B to K sq (*e*)
25 B to K 7	25 P to K B 3
26 B takes R	26 P takes Kt
27 B to K 7 (*f*)	27 P takes P
28 K R to Q sq	28 R to B 5
29 P to B 3	29 Kt to B 6
30 R to Q 2	30 B to Kt 3
31 R to R 8 ch	31 K to B 2
32 R to R 7	32 P to Q 6
33 B to R 3 dis ch	33 K to Kt sq
34 B to Kt 2	34 P to Q 5
35 Q R to R sq	35 Kt to R 5
36 Q R to Q sq	36 P to Kt 5
37 K to R 2	37 P to Kt 6
38 P to R 4	38 K to B 2 (*g*)
39 B to R 3	39 R to B 7
40 R takes P	40 B takes R
41 R takes B	41 P to Kt 7
42 B takes P	42 R takes B
43 R takes P	43 Kt to B 4
44 P to R 5	44 Kt to K 3
45 R to Q 5 (*h*)	45 K to B 3
46 K to Kt 3	46 R to K 7
47 R to Q 6	47 K to K 4
48 R to R 6	48 R to Q 7
49 R to R 7 (*i*)	49 Kt to B 5
50 R to R 5 ch	50 R to Q 4
51 R to R 7	51 Kt takes P ch
52 K to R 4	52 K to B 5
53 R to B 7 ch	53 Kt to B 3
54 P to Kt 4	54 K takes P
55 R takes P	Mates in two moves.

Notes.

(*a*) The position is now that of the Queen's Gambit refused, and the usual continuation here is P to Q Kt 3, B to Kt 2, &c.

(*b*) The soundness of this move is very questionable; for if White take the piece, Black cannot, we believe, recover its equivalent without getting an inferior game, *e.g.*:—

14 P takes Kt	14 B takes P
15 K R to Q B sq	15 Q to B 2 (best)

(for 15 $\overline{\text{Kt to K 5}}$ would be still more unfavourable to him)

16 Kt takes P	16 Q takes R ch
17 R takes Q	17 B takes Q
18 R takes R ch	18 B takes R
19 Kt takes Kt ch	19 P takes Kt

20 Kt takes B, and we should take White's game for choice.

(*c*) R to Q B 5 is far stronger play.

(*d*) He should rather have moved this R to K sq perhaps, avoiding the exchange of Queens, and posting the other R afterwards at B 5.

(*e*) Black must now give up the Pawn or the exchange, and, as in the latter case he gains another Pawn, he prefers that course.

(*f*) B to Kt 6 would not do, on account of Kt to Q 7, K R to Q R sq, Kt to B 5, R to R 6, P to Kt 5, B to B 5 (best), P to Kt 6, and the passed Pawn must win.

(*g*) R to B 7 at once would be more decisive, *e.g.*:—R to B 7, B takes P, P to Kt 7, B takes P, Kt takes B, and wins.

(*h*) It is strange that both players should have twice overlooked that Black could take Kt P ch with his Rook.

(*i*) R to R 8 was rather better, though in that case Black could still without danger have played the Kt to B 5, *e.g.*:—

49 R to R 8	49 Kt to B 5
50 R to K 8 ch	50 K to B 4
51 R to B 8 ch	51 K to Kt 4
52 R takes Kt	52 R takes P ch
53 K takes R	53 K takes R, and wins.

Game 81.

(*From the Cleveland Voice*).

Played at Tayport, in Fife.

(*Scotch Gambit*).

White (Mr G. B. Fraser).	Black (Mr H. M. Sterling).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 Kt takes P	4 Q to K R 5
5 Kt to K B 3	5 Q takes K P ch
6 B to K 2	6 B to Q Kt 5 ch
7 P to Q B 3	7 B to K 2
8 Castles	8 Kt to K B 3
9 B to Q 3	9 Q to K Kt 5
10 P to K R 3	10 Q to K R 4
11 B to K B 4 (*a*)	11 P to Q 3
12 Q Kt to Q 2	12 B to K B 4
13 B to K 2 (*b*)	13 Kt to Q 4 (*c*)
14 Kt to K 5 (*d*)	14 Q to K R 5
15 B to K Kt 3	15 Q to K B 3
16 Kt takes Kt	16 P takes Kt
17 Kt to K B 3	17 P to K R 3 (*e*)
18 P to Q B 4	18 Kt to Q Kt 3
19 Kt to Q 4	19 P to Q B 4
20 Kt to Q Kt 5	20 K to Q 2
21 Q to Q Kt 3	21 P to Q R 3
22 Kt takes Q P (*f*)	22 B takes Kt

23 B takes B	23 K takes B
24 Q R to Q sq ch	24 K to K 2
25 Q to K 3 ch	25 Q to K 3
26 Q takes Q B P ch	26 K to B 3
27 P to K Kt 4	27 B to K R 2
28 P to K B 4	28 B to K 5
29 Q R to K sq	29 Q to Q B 3
30 P to K Kt 5 ch (*g*)	30 K to Kt 3
31 P to K B 5 ch	31 K to R 2
32 P to K Kt 6 ch	32 P takes P
33 Q takes Q	33 B takes Q
34 P takes P ch	34 K takes P (*h*)
35 B to Q 3 ch	35 K to R 4
36 R to K 6	36 B to Q Kt 2 (*i*)

And White now gave forced mate in this fashion:

37 B to K Kt 6 ch (the *only* move)	37 K to R 5
38 K to R 2 (conclusive)	38 Q R to K B sq
39 R to K 5	39 P to K R 4
40 R takes R and mates in two more moves.	

Notes by Mr G. B. Fraser.

(*a*) White has various other lines of attack at his disposal, but the quiet development of the left wing is perhaps quite as good as anything on the board.

(*b*) Threatening a dire blow at her majesty.

(*c*) This rejoinder appears to keep everything straight.

(*d*) It is questionable whether White would not have done better to keep this move in reserve and retreat B to Kt 3 instead. Some very interesting variations spring from this mode of play.

(*e*) Had Black Castled on the King's side he would have lost a piece by White's reply of P to Q B 4.

(*f*) A fair venture!

(*g*) The remaining moves are rather instructive.

(*h*) Had the King gone to Kt square White might also have brought the game to a conclusion by

35 P to Q B 5	35 Kt to Q 4
36 B to Q B 4	36 R to Q sq
37 R to K 6, &c.	

(*i*) Fatal. As the Bishop apparently could not be saved he ought to have played R to K B sq and left the piece to its fate.

CHESS INTELLIGENCE.

*** SECRETARIES OF CLUBS AND OTHERS *are invited to assist us in making our record of the month's doings as complete as possible.*

The annual meeting of the Counties Chess Association was held at Birmingham in the week beginning July 30th. For the 1st class cup tourney there were twelve entries, for the 2d class eleven, and for the 3d class seven, the latter being all local players. The names and scores are given below. On referring to these, it will be seen that no less than two competitors in the 1st class, and two in the second, were unable to play out their games. This was owing partly to some of them having to leave before the end of the week, partly to their being engaged also in the handicap tourney, which always goes on simultaneously with the other, and partly too, we believe, to time lost both in playing, and in the arrangements for playing the games themselves. In all future meetings it would be better, we think, to insist on sand-glasses being used, at any rate in the more important games. We would likewise suggest the appointment of a Master of the Ceremonies, whose duty should be to pair the players, as it not unfrequently happens that, for want of some methodical plan of arrangement, two competitors who have already played with each other are compelled to waste several hours for want of opponents, the others being all engaged. The M. C. might also receive and play over the games recorded, in order to ascertain their correctness, and to prevent that loss of game-records which has so often occurred at these meetings. Even with these precautions, when the same player enters for both the cup tourney and the handicap, and has to play in consequence perhaps fifteen long and difficult games in the five days (as was the case on this occasion), it becomes almost impossible to ensure that all of these shall be properly gone through in the time. In order therefore to avoid skittling play, and to leave no excuse for unfinished scores, we would suggest that in future, when the entries for any one class exceed eight, no player of that class be allowed to compete in the handicap tourney until he has finished all his other games. What to do with the scoring of unplayed games has been always a difficulty. One year such games were added to the score of the competitors who remained to the end of the meeting, and who were ready and willing to play them out; another year they were divided, half a game being scored to each of the opponents who ought to have played together and failed to do so. This year, however, the committee tried the plan of cancelling the whole score of any player unable to complete his tale of games, unless it were through the default of his opponents. There are objections to each of these three courses, but the last is decidedly the worst; it created considerable dissatisfaction, and we are quite sure it will not again be adopted.

At the business meeting of the Association, which was held on August 3d, with Prof. Wayte in the chair, Mr Fisher resigned the office of permanent Hon. Secretary and Treasurer, and the unanimous thanks of the Association were voted to him for his past able services. The Rev. C. E. Ranken was elected to fill his place, and consented to undertake the post for one year. The office of President, which had been vacant since the lamented death of the late Lord Lyttelton, was conferred unanimously upon John Cochrane, Esq.; and we are glad to announce that the veteran player has accepted the appointment, and signified his intention of being present at the next annual meeting, which it was resolved to hold in London.

After the business meeting came the annual dinner, which took place at the Midland Hotel, and was largely attended. The chair was occupied by the

President of the Birmingham Chess Club, Alderman Avery, and in the vice-chair was the Rev. J. Greene, President of the Bristol and Clifton Club, whose liberal offer of a £5 prize, for a tourney on the displacement-of-the-pieces principle, the committee were reluctantly obliged to decline for want of time to play it. It only remains to add that cordial thanks are due to the local Hon. Secretary, S. G. Kempson, Esq., for his exertions, and also to Alderman Avery, and the other members of the Birmingham Club, at whose houses the committee were so hospitably entertained.

We append a table of the scores, from which it resulted that, in Class 1, the 1st prize fell to Mr Jenkin of Glasgow, the 2d to Professor Wayte, and the 3d to Mr Thorold; the fourth was left undecided between Messrs. Yarranton, Halford, and Pierpoint, but on being played out afterwards, was won by Mr Yarranton. Messrs. Skipworth and Ranken, having been unable to play out their games, had their scores cancelled.

FIRST CLASS TOURNEY.

	Won.	Lost.	Drawn.		Won.	Lost.	Drawn.
Yarranton	5	4	1	Wayte	6	1	2
Fisher	2	7	0	Martin	3	7	1
Skipworth	3	5	0	Coker	5	5	1
Minchin	3	4	3	Halford	4	3	2
Ranken	2	4	1	Pierpoint	4	6	1
Thorold	7	3	0	Jenkin	7	1	2

Drawn games counting half a game to each opponent, it will be seen that Mr Jenkin's total score was 8, Mr Wayte's 7, and Mr Thorold's 7. The cancelling of Mr Skipworth's games, however, reduced Messrs. Jenkin's and Thorold's scores each by one. This left Messrs. Jenkin and Wayte equal, and on the tie being played off, Mr Jenkin was victorious.

The scores in the 2d and 3d class tourneys are as follow:—

SECOND CLASS TOURNEY.

	Won.	Lost.	Drawn.		Won.	Lost.	Drawn.
Burroughes	4	6	0	Wood	2	6	0
Perry	7	3	0	Long	3	5	2
Kempson	4	6	0	Whittard	2	7	1
Ryder	8	1	1	Warren	0	7	2
Newham	8	2	0	Wallbank	7	2	1
Murray	4	4	1				

Mr Ryder takes 1st prize, Mr Newham 2d, and Mr Wallbank 3d. Messrs. Wood's and Warren's scores were cancelled.

THIRD CLASS TOURNEY.

	Won.	Lost.	Drawn.		Won.	Lost.	Drawn.
Wilson	3	3	0	Griffiths	6	0	0
Michael	5	1	0	Hibbs	1	5	0
Hilton	3	2	1	Sutton	1	5	0
Shorthouse	1	4	1				

As will be seen, Mr Griffiths is 1st here, Mr Michael 2d, and Mr Hilton 3d.

In the handicap tourney, for which there were 16 entries, Mr Ranken won 1st prize, while Mr Skipworth took 2d, Mr Pierpoint 3d, and Mr Fisher 4th.

For the following account of the Leipsic Jubilee Festival, and also for the splendid game and notes at the beginning of our present number, we are indebted to the *Field*:—

The Leipsic Chess Congress was opened on the 15th of July by a preliminary meeting, Privy Councillor Dr R. Gottschall in the chair. The master-tournament (Meister-turnier) and the chief tournament of amateurs began Monday, the 16th, at 9 A.M., and were continued up to Saturday, the 21st, at the unusual rate of two games daily. This hard work was interrupted Wednesday

afternoon, which was devoted to a banquet in honour of Anderssen. Privy Councillor Dr R. Gottschall, as President of the Leipsic Chess Club, Augustea, was in the chair. The splendid repast was followed by the presentation of a column to Anderssen. The pedestal of this exquisite present bears on one side the inscriptions, "London 1851, London 1862, Baden-Baden 1870"; on the other, the ending position of Anderssen's last game with Staunton. The column is headed by Caissa presenting a laurel crown. The space at our command does not permit us to enumerate the silver cups, diplomas of honorary membership, letters and telegrams of congratulation, &c., which were all presented on the occasion; suffice it to say that the hero of a hundred battles had ample proofs that the chess community honoured him as no chess player was ever honoured before.

The master tournament was contested by the twelve following gentlemen:—Anderssen, Herr Englisch, from Vienna; Herr Flechsig, of Leipsic; Professor Franke, from Zelle; Dr Goring, of Leipsic; C. Leffmann, from Cologne; Herr Metger, from Göttingen; L. Paulsen, W. Paulsen, E. Schallopp, from Berlin; S. Winawer, and J. H. Zukertort.

L. Paulsen came out first by half a game, whilst Anderssen and Zukertort tied for the second and third prizes, which fight took place Monday, the 23d, and was won by Anderssen. The amateur tournament was brought to a conclusion early in the week, and the four prizes were taken by Wemmers, of Cologne (1); Dr Schmidt, of Dresden (2); Dr Knorre, of Berlin (3); and Forte, of Gressen (4). The play was concluded by a consultation game, in which L. Paulsen, Dr Goring, and Herr Metger were beaten by Anderssen, Zukertort, and Dr Schmidt.

In the problem tournament connected with the Congress, the two prizes were taken by Berger of Gratz, and Kokolusch, of Prag.

Immediately after the conclusion of the tournament, a match for the first five games was arranged between Anderssen and L. Paulsen, which ended in favour of the latter, the score being: Paulsen, 5; Anderssen, 3; Drawn, 1. The result of the tournament is illustrated by the following table:—

	Anderssen.	Englisch.	Flechsig.	Franke.	Goring.	Leffmann.	Metger.	L. Paulsen.	W. Paulsen.	Schallopp.	Winawer.	Zukertort.	Score.
Anderssen	—	½	1	1	0	1	½	1	1	1	1	½	8½
Englisch	½	—	½	0	0	1	1	0	1	0	1	0	5
Flechsig	0	½	—	1	0	0	½	0	½	0	½	0	3
Franke	0	1	0	—	0	0	0	0	½	1	0	0	2½
Goring	1	1	1	1	—	0	1	0	0	0	0	1	6
Leffmann	0	0	1	1	1	—	½	0	½	1	0	0	5
Metger	½	0	½	1	0	½	—	0	1	0	0	0	3½
L. Paulsen	0	1	1	1	1	1	1	—	1	1	0	1	9
W. Paulsen	0	0	½	½	1	½	0	0	—	0	0	0	2½
Schallop	0	1	1	0	1	0	1	0	1	—	0	0	5
Winawer	0	0	½	1	1	1	1	1	1	1	—	0	7½
Zukertort	½	1	1	1	0	1	1	0	1	1	1	—	8½

1 signifies won, 0 lost, ½ draw. Three prizes, of £20, £10, and £5, were offered in this tournament.

The monthly tourney at the Café de la Régence finished on June 30th. The prize-winners are—first, Mr Chamier; second, Mr Najotte. The hot weather we have had for some time has dispersed the chess-players. Trouville

will, as usual, be the "Régence" of the bathing-places, and it is there, on going away, that the habitués of the Café de la Régence have appointed their rendezvous. Mr Rosenthal, from the beginning of this month, has installed himself on this beautiful beach, and intends to remain there till the end of September; he writes that several amateurs are already there, and that the season, in a chess point of view, promises to be very brilliant. Before setting out for Trouville, Mr Rosenthal and a few of his friends went into the park of St. Cloud, where, seated on the grass, under the shade of an ancient oak, each having a pocket chess-board in hand, seven amateurs competed against Mr Rosenthal, who played without seeing the boards, and came out with honour. —*La Stratégie.*

The second prize in the handicap tourney of the St. George's Chess Club has been awarded to Mr Warner, whose final score (after 2½ games originally given) was 16; being only half a game behind the total of Prof. Wayte.

There was a large assemblage of members and visitors at the City Chess Club on Wednesday, July 25th, to witness Mr Blackburne's performance against nineteen adversaries, simultaneously. Among the visitors was the celebrated German master of chess, Herr Harrwitz, who received a cordial welcome from the officers and members of the club. Mr Blackburne was opposed on this occasion by Messrs. Hopkinson, Chrees, Adamson, Beyfus, George, Murton, Bentley, Harris, Philp, Cutler, Ellerton, Gastineau, W. J. Down, Pitcher, Tinsley, Smith, Heywood, Harris, and W. W. Hopkinson. In the result, Mr Blackburne won seventeen and lost two games,—one each to Messrs. Heywood and Philp. In the course of the evening, Herr Harrwitz played offhand, a couple of brilliant games with Mr H. F. Gastineau, yielding the odds of a Rook.—*Land and Water.*

We are sorry to learn from the *Field* that, owing to a disagreement about the amount of the stakes, the return match between Messrs. Blackburne and Steinitz is likely to fall through.

Sydney Chess Club.—We learn from the Sydney papers that the handicap tournament has been brought to a conclusion, the three highest scorers being as follows:—

	Won.	Lost.
C. M. Fisher	11½	2
T. Lea	10½	3
G. A. Russell	9	5

Mr Fisher's score is highly honourable to him, considering how heavily he was handicapped, and it is singular that the only two games he lost were to the same player, Mr Russell, to whom he gave the Pawn and two moves.

A novel sight was witnessed at the Adelaide Club on Tuesday evening, May 29. A blind visitor from Melbourne engaged in play with the Secretary, Mr Shuttleworth, who rendered the odds of Kt and move. The game was adjourned until the following evening, when it was won by the blind player. The conqueror arrived at his moves by handling the men, the method of play differing in this respect from ordinary blindfold practice.

The minor chess tournament at the Melbourne Chess Club has landed Mr J. Hamel a winner by 9 games to 3. The victor is a brother of Mr S. Hamel, the President of the Nottingham Chess Club, and one of the strongest of English provincial chess players. The Melbourne Chess Club has started a handicap tournament on a grand scale. It promises to eclipse all its predecessors. We sincerely trust that all the first-class players will compete, including Messrs. A. Burns, J. M. Connell, L. Goldsmith, L. S. Phillips, and S. W.

Sedgefield. The proprietors of the *Leader* have subscribed £5 5s towards the prize fund, and their great rival the *Australasian* has done the same. The contest will be on the principle introduced by Mr W. Ravenscroft Stephen in the tourney of 1871—viz., "the pool or three lives." Each competitor will have to play matches of three won games each; each match constituting "a life," and the loss of three matches, or lives, disqualifying him from another chance. A time limit of 20 moves per hour has been fixed, subject, however, to mutual arrangement. The handicapping took place May 26. There will be three prizes of £5 5s, besides two-fifths of the total; two-fifths of the balance; and the last, one-fifth.—*Adelaide Observer Miscellany.*

At the meeting held on Thursday, the 19th July, at the Café International, New York, the following chess editors were present:—Mr J. B. McKim, Mr E. A. Kunkel, Mr S. Loyd, Mr James Mason, Mr A. P. Barnes, Mr F. M. Teed, Mr Geo. H. Mackenzie. On Mr McKim explaining the object of the meeting, a motion was made, and carried, that a Chess Association be formed, under the name of the "American Chess and Problem Association," the officers consisting of President, Vice-President, Treasurer, and Secretary. On the motion to nominate officers, the following gentlemen were unanimously elected: President, Mr E. B. Cook; Vice-President, Mr J. G. Belden; Secretary, Mr J. B. McKim; Treasurer, Dr C. C. Moore. Messrs. McKim, Loyd, and Mackenzie were appointed to draft the bye-laws and regulations of the new association.—*Turf, Field, and Farm.*

NOTICES TO CORRESPONDENTS.

Games received with thanks from E. T., Bath; H. B., Derby; and J. B., Hampstead.

H. E. T., Newbald, Brough. We have replied to you by post.

Editor of *South Australian Chronicle.* We acknowledge with thanks the copies of your paper sent us, and will communicate with you by letter.

Problems received with thanks from Sergt.-Major M'Arthur, S. A. Sillem, Henry Blanchard, C. W. of Sunbury, Colour-Sergt. Scott, A. Townsend.

C. T., Highgate. The position is an interesting one. White, we think, ought to win in any case.

SOLUTIONS TO PROBLEMS.

	WHITE.	BLACK.
No. LVII.—1	R to Q 5	
No. LVIII.—1	Kt to Q 4	1 K moves
2	P to B 4	2 K takes Kt
3	B mates	
No. LIX.—1	R to Q 7	1 B to B 3
2	Kt to B 5 ch	2 K to K 4
3	Kt mates	
No. LX.—1	Q to K Kt 8	1 B takes Q
2	P to B 4	2 Anything
3	Kt or P mates	
No. LXI.—1	Q to K B sq	1 B to Kt 7, or R P moves
2	Q to Q Kt sq	2 Anything
3	Q mates	

		1 B to B 6 or Q 5
	2 Q to Q 3	2 Anything
	3 Q mates	
		1 B to K 4 or B 3
	2 Q to B 5	2 Anything
	3 Q mates	
		1 P to Kt 6
	2 Kt checks	2 P takes Kt
	3 Q mates	
No. LXII.—	1 Q to Q Kt 8 ch	1 K to B 8
	2 Q to K B 4 ch	2 K moves
	3 Q to Q Kt 4 ch	3 K to B 8
	4 K to R 2	4 B moves
	5 Q to K sq ch	5 B interposes
	6 Q mates	
No. LXIII.—	1 K to B 3	1 K moves
	2 B to Kt 7	2 „
	3 B to B 8	3 „
	4 B to Q 7	4 „
	5 B to K 8	5 „
	6 B takes Kt P	6 „
	7 B to B 2	7 „
	8 B to Q sq	8 „
	9 B to K 2	9 „
	10 B to B sq	10 „
	11 B to Kt 2	11 „
	12 K to B 4 dis ch mate	

This problem has been solved in 10 moves (by "Dolphin"), thus:—K to B 3, followed by B to Kt 7, B to B 8, Kt to K 6, Kt to B 8, B to Q 7, Kt takes P ch, B to K 8, K to B 4, B mates.

No. LXIV.—	1 Kt to R 4	1 B to Q 6 (best)
	2 Q to B 8 ch	2 Q to Q sq
	3 Q to R 6	3 P to K Kt 4, or (A)
	4 Q takes B	4 P takes Kt
	5 R to B 7	5 Q takes R
	6 Q to Q 5	6 R to R 2
	7 Q takes R ch	7 K to Kt 2
	8 Kt to K 8 ch, &c.	
		(A) 3 P takes P, or (B)
	4 Q takes B	4 Q takes Kt
	5 Q to B 3 ch	5 Q to B 5
	6 Q takes R ch	6 K to K 2
	7 Q to K 8 ch	7 K to B 3
	8 Q to B 7 ch	8 K to Kt 4
	9 P to R 4 ch, &c.	
		(B) 3 B to R 2
	4 R to B 7	4 Q takes R
	5 Q to R 2, &c.	

CORRECT SOLUTIONS.—J. H. North and W. Johnstone have solved No. 58; "Dolphin," 63; S. A. Sillem, 57, 58, 59; "Zeus," 57, 58, 59, 60, 61, 62; W. Furnival and "Cant," 57, 58, 59, 60, 61, 62, 63, 64.

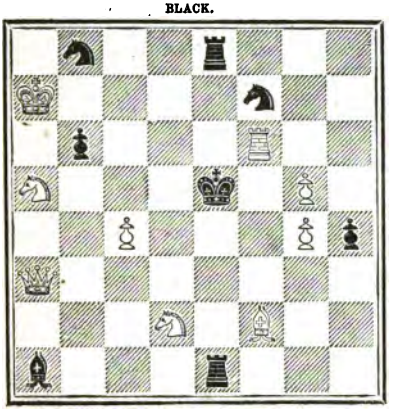
We shall be glad to acknowledge any Solutions of Problems which we may receive before the 20th of each month.

PROBLEMS.

Under the supervision of JOHN CRUM, 16 *Bothwell Street, Glasgow, to whom all Communications connected with Problems, Solutions, &c., should be addressed.*

No. 65.—By HARRY BOARDMAN.
Second Prize two-mover in Centennial Tournament.

BLACK.



WHITE.

White to play and mate in two moves.

No. 66.—By J. B. MCKIM.
Third Prize two-mover in Centennial Tournament.

BLACK.

WHITE.

White to play and mate in two moves.

No. 67.—From the "Field."
By F. HEALEY.

BLACK.

WHITE.

White to play and mate in three moves.

No. 68.—From the "Chess Journal," Dubuque.

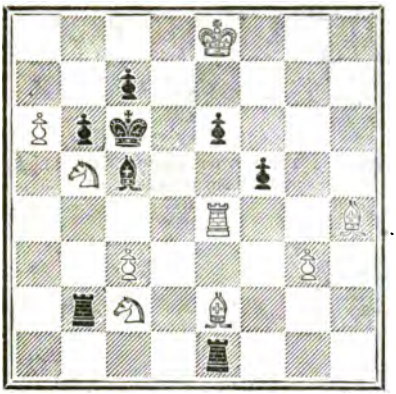
BLACK.

WHITE.

White to play and mate in three moves.

No. 69.—By H. BLANCHARD.

BLACK.



WHITE.

White to play and mate in four moves.

No. 70.—By J. H. NORTH.

BLACK

WHITE.

White to play and mate in four moves.

No. 71.—By C. W., of Sunbury.

BLACK.

WHITE.

White to play and mate in four moves.

No. 72.—Select Reprint.
By ANDERSSEN.

BLACK.

WHITE.

White to play and mate in four moves.

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A Monthly Record of Chess.

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WITH THE CO-OPERATION OF
G. B. FRASER, Esq. | Rev. Professor WAYTE.
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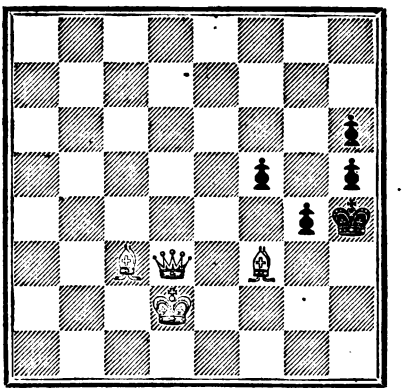
PROBLEM
BY
W. A. SHINKMAN,

BLACK.



WHITE.

White to play and mate in three moves.

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*** *All communications for this Magazine to be addressed to the* Rev. C. E. RANKEN, *St Ronan's, Malvern, Worcestershire, except those for the Problem department, which should be sent to J. Crum, Esq.,* 16 *Bothwell St., Glasgow. Games and Problems should be sent as early in the month as possible, in order to secure attention, and other matter not later than the* 20*th.*

The Chess Player's Chronicle.

1st OCTOBER, 1877.

THE PRESENT POSITION OF THE THEORY OF FAVOURITE OPENINGS.—(No. II.)

(*From the Schachzeitung.*)

BISHOP'S GAMBIT.

THE Bishop's Gambit presents perhaps an equally varied picture with the Scotch opening. We have in it, after 1 P to K 4, P to K 4, 2 P to K B 4, P takes P, 3 B to B 4, to do with no less than four principal defences, viz. :—first, 3 ——— Q to R 5 ch, 4 K to B sq P to K Kt 4 (the classical defence); secondly, 3 ——— P to Q 4 4 B takes P, Q to R 5 ch, 5 K to B sq. P to K Kt 4 (the Centre gambit *versus* Bishop's gambit); thirdly, 3 Kt to K B 3, with or without the previous sacrifice of the Q P; and fourthly, 3 P to K B 4. As incidental counter-games, will come next the Bryan-Kieseritzky counter-gambit, 3 P to Q Kt 4, the Morian defence, 3 Kt to Q B 3, and Boden's method of play, 3 Q to R 5 ch, together with 4 Kt to Q B 3.

Among the four principal defences the classical has been designated by all authorities as unsatisfactory, chiefly on account of the variations 5 Kt to Q B 3, B to Kt 2, 6 P to Q 4, K Kt to K 2, 7 P to K Kt 3, P takes P, 8 K to Kt 2, Q to K R 3, 9 P to K R 4. (or even 9 P takes P), and White has by far the best position; or, 6 P to Q 3, 7 Kt to K B 3, Q to K R 4, 8 P to K R 4, P to K R 3, 9 P to K 5, and White's game is the best. Upon the second chief defence, even after the refutation of Zukertort's much too far going assertions, great hopes are still fixed. Were, however, at least the variation 6 Kt to Q B 3, B to K Kt 2, 7 P to Q 4, K Kt to K 2, 8 Kt to B 3, Q to R 4, 9 P to K R 4, P to K R 3, 10 K to Kt sq, P to Kt 5, 11 Kt to K 5, which one formerly feared, with 11 ——— B takes Kt, 12 P takes B, Kt to Kt 3, settled by Zukertort, Black would have in this case decidedly the better game. But this one pillar is by no means

sufficient to support the defence. White has two other courses at his disposal, which could not till now be transferred to him—11 Kt to K sq and 10 P to K 5. Firstly, 11 Kt to K sq, P to B 6, 12 B to K 3, leads to an entirely satisfactory game for White; and secondly, it is indeed more than probable that the researches of northern chess amateurs (principally S. A. Sörensen and V. Nielsen) in the variation 12 P takes P, P takes P, 13 K to B 2 (best), have likewise brought to light a good game for the first player. Hereupon, 13 ——, Q Kt to B 3, 14 P to K 5 (best), B to Kt 5, (by 14 ——, Kt takes B, 15 Kt takes Kt, K to Q sq, 16 Kt to K B 4, Q to K B 4, 17 Kt takes P, Black would have a very bad game; one compares the continuation 17 ——, Kt to Kt 5, 18 P to Q B 3, Kt to B 7, 19 R to Q Kt sq, Kt to R 6, 20 P takes Kt, Q takes R, 21 Kt to K 6 ch), 15 B takes P at B 3, B takes B, 16 Q takes B, Q takes Q ch, 17 Kt takes Q, Castles (Q R), 18 Q Kt to K 2, would result in the gain of a Pawn for White, while 13 ——, P to Q B 3, 14 B to Kt 3, B to Kt 5, 15 P to K 5, Kt to Q 2, 16 Kt to K 4, kt to K B 4, 17 Kt to Q 3, opens no better chances for Black; and finally, 13 ——, Q Kt to B 3, 14 P to K 5, B to B 4 (best), 15 B takes P at B 3, Q to K Kt 3, 16 R to K Kt sq, Q to K R 2, 17 B to K 3, Castles (Q R), at the most only equalizes the game. If this, as it appears, is incontrovertible, many a player will probably, after 10 K to Kt sq, give up the answer P to Kt 5 (with which 11 Kt to K sq, P to B 6, is inseparably bound up), and again investigate the Anderssen move, 10 Q to Kt 3. This is also recommended by Rosenthal, and is to the present hour not refuted. That White, as Sörensen supposed, by means of 11 P to R 5, obtains a good game, we are allowed to hold in doubt. Black replies with Q to B 3. All plasters on the defence against 10 K to Kt sq cannot save us, if White plays 10 P to K 5, whereupon Zukertort, in an erroneous manner, by means of 10 Q Kt to B 3, 11 K to Kt sq, P to Kt 5, 12 Kt to K sq, B to B 4, 13 B takes P, Castles (Q R), 14 B takes Kt, Kt takes Kt, 15 Kt to K 2, Kt takes K P, 16 P to Q B 3, K R to K sq, wished to help on Black to victory. V. Nielsen remarks, very rightly, that here White shoots at the bird backwards; he should play 11 B takes Kt, P takes B (if 11 ——, Kt takes B, 12 Kt to Q 5), 12 Kt to K 4, P to Kt 5, 13 Kt to K sq. So then may the defence against the Bishop's gambit, which a few years ago was still generally preferred, stand on weaker feet.

It is not yet proved that Nielsen's experiment may be of particular consequence for carrying out a move earlier the Sanders' combination, and after 1 P to K 4, P to K 4, 2 P to K B 4, P takes P, 3 B to B 4, P to Q 4, 4 B takes P, Q to R 5 ch,

5 K to B sq, / P to K Kt 4, for playing at once 6 Kt to K B 3, / Q to R 4, 7 P to K R 4. If Black indeed rejoin with P to K R 3, White will, by means of 8 B takes P ch, / Q takes B, 9 Kt to K 5, / Q to B 3 10 Q to R 5 ch, / K to Q sq, 11 Kt to B 7 ch, together with 12 Kt takes R, and 13 P takes P, obtain a superior game. But Black will play 7 / B to Kt 2, whereupon either the usual variation arises, or 8 K to B 2, / P to Kt 5, 9 Kt to Kt 5, / P to Kt 6 ch, 10 K to K sq / Q takes Q ch, 11 K takes Q, / Kt to Q B 3, can be done. The move Kt to Q B 3, employed by Schwede, has approved itself hitherto in many trials.

Jaenisch recommended after 1 P to K 4, / P to K 4, 2 P to K B 4, / P takes P, 3 B to B 4, / P to Q 4, 4 B takes P, / Q to R 5 ch, 5 K to B sq, to play 5 / Kt to K B 3, also in a certain measure a combination of the chief defences 2 and 3. Sörensen, however, contests this reading by 6 Q to K sq (best), / P to Q 3, 7 P to K 5, / P takes P, 8 Kt takes P, / B to K 3, 9 Kt takes B P, / Q takes Kt, 10 B takes B, / Q to K 2, 11 P to Q 4, / P to Q Kt 3, or 6 / Kt to Q B 3, 7 P to K 5, / Kt to K Kt sq, 8 Kt to B 3, / P to K Kt 4, 9 Kt to Q 5, / K to Q sq, &c., by which White has a very good game.

The game can hardly be equalized by 3 / Kt to K B 3. The variation 4 Kt to Q B 3 / B to Kt 5 (if / P to Q 4, the Kt takes), 5 P to K 5, / P to Q 4, 6 B checks, / P to B 3, 7 P takes Kt, / P takes B, 8 Q to K 2 ch, / B to K 3, 9 Q takes P ch, / Kt to B 3, 10 Kt to B 3, / Q takes P, 11 Q takes Kt P, / R to Q B sq, 12 Kt takes P, is in favour of White. On the other hand, one regards 3 / P to Q 4, 4 B takes P, / Kt to K B 3, 5 Kt to Q B 3, / B to Kt 5, as thoroughly satisfactory for the second player. In practice, the defence Kt to K B 3, without the Queen's check at R 5, is much neglected; the pet Centre gambit *versus* Bishop's gambit, has almost alone kept the field.

The defence 3 / P to K B 4, has up to the latest period maintained a good reputation. The almost exclusively played continuation was 4 Q to K 2, / Q to R 5 ch, 5 K to Q sq, / P takes P, 6 Q takes P ch. / B to K 2. White can now play 7 P to Q 4, / B takes Kt, or / Kt to K B 3, without, by any of these moves, long holding fast the attack.

Also, Black need not fear the Spencer attack, 7 Kt to K B 3, / Q to R 4, 8 R to K sq, / Kt to Q B 3, 9 P to Q Kt 4; he can quietly play 9 / Kt to K B 3, or 9 / P to Q Kt 4; for if 10 Q to K 2, / P to Q 3, 11 B to Kt 2, / P to Q R 3, 12 P to Q R 4, / B to Kt 5; or, in the other case, 10 B takes Kt, / R takes B, 11 Kt to Q B 3, / Q to Kt 3; or if 10 B to Kt 2, / Q to Kt 3.

4 / Kt to K R 3 is completely refuted by the answer 4 / Q to R 5 ch, 5 Kt to B 2, / P takes P, 6 B takes Kt, / R takes B, 7 Q to K 2, / P to Q 4, 8 Kt to B 6, / P to B 3, or 8 P to B 4, / Kt to B 3, 9 P takes P, / Kt to Q 5, 10 Q takes P ch, / Q to K 2, 11 Q takes Q ch, / B takes Q, 12 K to Q sq, / B to K R 5. Against this the oft-

named Danish analysts have set up afresh the mode of attack, 4 $\frac{\text{Kt to Q B 3,}}{\text{}}$ which Jaenisch, by 4 $\frac{\text{}}{\text{Q to R 5 ch,}}$ 5 $\frac{\text{K to B sq,}}{\text{P takes P,}}$ 6 $\frac{\text{Kt takes P,}}{\text{Kt to Q B 3,}}$ 7 $\frac{\text{Kt to K B 3,}}{\text{Q to K 2,}}$ thought to be ruinous.

The above cited inferior defences enjoy no favour with the chess public. In general, the opinions of theoreticians thereon are that Boden's and Moriau's methods of play may well beget an equality, that still, through the variety of the modes of attack standing at his command, White has somewhat more chance. The Bryan-Kieseritzky counter-gambit is of insufficient value, on account of 4 $\frac{\text{B takes P,}}{\text{Q to R 5 ch,}}$ 5 $\frac{\text{K to B sq,}}{\text{B to Q Kt 2,}}$ 6 $\frac{\text{Kt to Q B 3,}}{\text{Kt to Q B 3,}}$ 7 $\frac{\text{P to Q 4,}}{\text{Kt to B 3,}}$ 8 $\frac{\text{P to Q 5,}}{\text{Kt to K 4,}}$ 9 $\frac{\text{Kt to B 3,}}{\text{Kt takes Kt,}}$ 10 $\frac{\text{Q takes Kt,}}{\text{Kt to R 4,}}$ 11 $\frac{\text{P to K Kt 4,}}{\text{P takes P,}}$ 12 $\frac{\text{K to Kt 2,}}{\text{B to Q 3,}}$ 13 $\frac{\text{P to K 5,}}{\text{B takes K P,}}$ 14 $\frac{\text{B takes P ch,}}{\text{K takes B,}}$ 15 $\frac{\text{Q to B 5 ch,}}{\text{K to Q 3,}}$ 16 $\frac{\text{Kt to K 4 ch,}}{\text{}}$ and wins. Or, 6 $\frac{\text{}}{\text{Kt to K B 3,}}$ 7 $\frac{\text{Kt to B 3,}}{\text{Q to R 3,}}$ 8 $\frac{\text{P to Q 3,}}{\text{B to B 4,}}$ 9 $\frac{\text{P to Q 4,}}{\text{B to Kt 3,}}$ 10 $\frac{\text{B to Q 3,}}{\text{Kt to B 3,}}$ 11 $\frac{\text{Kt to K 2,}}{\text{Kt to K R 4,}}$ 12 $\frac{\text{P to B 3,}}{\text{P to B 4,}}$ 13 $\frac{\text{P to K Kt 4,}}{\text{Kt to Kt 6 ch,}}$ 14 $\frac{\text{Kt takes Kt,}}{\text{Q to R 6 ch,}}$ 15 $\frac{\text{K to B 2,}}{\text{}}$ &c., and White has the better position. Both variations exist in Bilguer, S. 472.

In conclusion, we find that the attack exclusively in the Bishop's gambit has been of late improved, so that the defence, as above already said, stands on weaker feet. If, likewise, a declaration in Brownson's Chess Journal, "The Bishop's gambit may be considered theoretically invincible," must be designated even now as exaggerated, it remains, however, very certain that our skill in the opening affords, at the present standpoint of theory, far more pleasantness and chances of winning to the first player than to his opponent.

Game 82.

The two following games were played in the Anderssen Jubilee Tourney at Leipsic, and are extracted, with most of the notes, from the *Schachzeitung*.

(Vienna Opening).

White (Mr Zukertort).	Black (Dr Göring).
1 P to K 4	1 P to K 4
2 Kt to Q B 3	2 B to B 4
3 P to K B 4	3 P to Q 3
4 Kt to B 3	4 Kt to Q B 3 (*a*)
5 B to Kt 5	5 B to K Kt 5
6 Kt to Q R 4	6 B to Kt 3

7	Kt takes B	R P takes Kt
8	Castles	Kt to B 3
9	P to Q 3 (*b*)	Castles
10	P to B 3	P takes P
11	B takes P	Kt to K R 4
12	Q to Q 2	Kt to K 2
13	P to Q 4	Q Kt to Kt 3
14	B to K 3	P to K R 3
15	B to Q B 4 (*c*)	K Kt to B 3
16	Q to Q B 2	P to Q 4
17	P takes P	Kt takes P
18	B to Q 2	Q to Q 3
19	P to K R 3	B to K 3
20	B to Q 3	K Kt to B 5
21	Q B takes Kt	Kt takes B
22	B to R 7 ch	K to R sq
23	Kt to K 5	P to K B 3 (*d*)
24	R takes Kt (*e*)	P takes Kt
25	R takes R ch	R takes R
26	P takes P	Q takes P
27	R to Q sq (*f*)	B takes R P
28	P takes B	Q to Kt 6 ch
29	K to R sq	Q takes P ch
30	K to Kt sq	Q to Kt 5 ch
31	K to R sq	Q to R 5 ch
32	K to Kt 2	Q to Kt 4 ch
33	K to R 2	R to B 5 (*g*)
34	R to Q 4	R to B 6
35	Q to Kt 2 (*h*)	Q to K 4 ch
36	K to R sq	Q to K 8 ch
37	K to R 2	R to B 7
38	B to K 4	R takes Q ch
39	K takes R	P to K Kt 4
40	K to B 3	K to Kt 2
41	R to Q 7 ch	K to B 3
42	R to R 7	P to R 4 (*i*)
	Resigns.	

Notes, chiefly from the Schachzeitung.

(*a*) Kt to K B 3 appears a better move, for White can gain nothing by taking the K P now.

(*b*) Would not P to K R 3 have been stronger? Black must then either take the Kt, or retreat B to Q 2; and in the latter case, after $\frac{\text{P to Q 3,}}{\text{P takes P,}}$ $\frac{\text{B takes P,}}{\cdot}$ Black could not play his Q Kt round without some disadvantage arising from the exchange of Bishops.

(*c*) We should have preferred B to Q 3. Black by his next moves completely equalizes the game.

(*d*) Well played; by this move White's manœuvre is entirely invalidated.

(*e*) Hereby the first player comes to decided disadvantage, whereas by

$\frac{\text{Kt to Kt 6 ch,}}{\text{Kt takes Kt,}}$ $\frac{\text{B takes Kt,}}{}$ all would yet remain equal, for Black dared not take the Q R P, or he would lose a piece.

(*f*) This proves fatal; we see, however, on the whole, no favourable move left for White.

(*g*) The decisive move, which withdraws the White Rook from the first rank.

(*h*) There is nothing better.

(*i*) The finish of the game is excellently played by Dr Göring.

Game 83.

(Knight's Game).

White (Mr L. Paulsen).	Black (Mr Winawer).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 Kt to B 3	3 B to B 4 (*a*)
4 Kt takes P	4 B takes P ch
5 K takes B	5 Kt takes Kt
6 P to Q 4	6 Kt to Kt 3 (*b*)
7 B to Q B 4	7 P to Q 3 (*b*)
8 R to B sq	8 B to K 3
9 P to Q 5 (*c*)	9 B to Q 2
10 K to Kt sq	10 Kt to K 4
11 B to Kt 3 (*d*)	11 K Kt to K 2
12 B to K B 4 (*e*)	12 K Kt to Kt 3
13 B to Kt 3	13 Q to Kt 4
14 Q to Q 4	14 Castles (K R)
15 Kt to K 2	15 P to K R 4
16 B to K B 4	16 Kt takes B
17 Kt takes Kt	17 Q to R 3
18 Q R to K sq	18 P to R 3
19 P to K R 3 (*f*)	19 Q R to K sq
20 P to Q B 4	20 P to K Kt 4
21 Kt to Q 3	21 P to Kt 5
22 R to K 3 (*g*)	22 Kt takes Kt
23 R takes Kt	23 P to K B 4
24 P takes P	24 B takes P
25 R to Q B 3	25 R to K 7
26 R to K B 2 (*h*)	26 R takes R
27 Q takes R	27 P takes P
28 Q to R 4	28 B to Kt 5
29 P takes P	29 Q to B 5
30 Q to K sq	30 B to B 6
31 R to B 2	31 R to B 2
32 Q to K 6	32 K to R 2 (*i*)
33 R to K Kt 2	33 B takes R
34 B to B 2 ch	34 K to Kt 2
35 Q to Kt 6 ch	35 K to B sq
Resigns.	

Notes, chiefly from the Schachzeitung.

(*a*) A defence several times already pointed out by us as deficient.
(*b*) Better, we believe, than checking with Q at B 3.
(*c*) A grave mistake, through which all advantage of the opening is lost for White; Paulsen masks his K B and at once yields the important post at K 5 to the adverse Kt. Correct continuations for the first player were either 9 Q to Q 3, or 9 B takes B, P takes B, 10 Q to K Kt 4. If hereupon Black retorts 10 Q to R 5 ch, 11 Q takes Q, Kt takes Q, White obtains the advantage by 12 K to Kt 3 (best), Kt to Kt 3, 13 Kt to Kt 5, K to Q 2, 14 R to B 7 ch, &c.
(*d*) The Bishop is now entirely shut out; it were better to withdraw it to K 2, for White can no longer prevent his opponent from coming to the attack.
(*e*) We should have preferred Kt to K 2.
(*f*) P to Q B 4 at once, and afterwards B to Q sq, appear to us to be here relatively the best.
(*g*) It is a question whether there is now anything at all better for White. Winawer plays the whole game admirably.
(*h*) Upon R to Kt 3, there could not indeed immediately follow P to R 5, on account of B takes P ch. Black, however, would play next R to K 4 or Q 7, and always win.
(*i*) K to R sq or B to K 5 would be at once decisive.

Game 84.

We continue our selection from the games played in Class I. of the Counties' Chess Association.

(*Scotch Gambit*).

White (Mr Coker).	Black (Mr Yarranton).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to K 4	3 P takes P
4 Kt takes P	4 B to Q B 4
5 Kt to K B 5	5 Q to K B 3 (*a*)
6 Kt to Q B 3	6 Kt to K 2
7 Kt to K 3	7 P to Q 3
8 B to K 2	8 B to Q 5 (*b*)
9 B to Q 2	9 B to K 3
10 Castles	10 P to Q R 3 (*c*)
11 P to K B 4	11 P to K Kt 3 (*d*)
12 K to R sq	12 Q to K Kt 2
13 Kt to Q 5	13 Kt takes Kt (*e*)
14 Kt takes Kt	14 B takes Kt
15 P takes B	15 Kt to K 2
16 P to Q B 3	16 B to K B 3 (*f*)
17 Q to Q R 4 ch	17 P to B 3
18 P takes P	18 P takes P
19 B to K B 3	19 K to Q 2 (*g*)
20 Q to R Q sq	20 K R to Q B sq
21 P to K Kt 4 (*h*)	21 P to K Kt 4

22 B to K 3	22 P takes P
23 B takes K B P	23 B to K 4
24 P to K Kt 5	24 P to K B 4 (*i*)
25 P takes P	25 Q takes P
26 B to K Kt 4 ch	26 K to K sq
27 B takes R	27 R takes B
28 B takes B	28 Q takes B
29 Q to K Kt 4	29 P to K R 4
30 Q takes R ch	Resigned.

Notes.

(*a*) Some of our leading players appear to think that this defence gives White a slight advantage, and they prefer P to K Kt 3, followed by B to Q 5.

(*b*) In the present position this move seems of no use, he ought rather, we believe, to play B to K 3, and Castles (Q R).

(*c*) Cautious over much; here again Castling on Q side was clearly the proper course; should White then play P to K B 4, P to Q 4 would be the reply.

(*d*) We do not like this and Black's next move. Q to R 3, followed presently by P to K B 4, was the correct play.

(*e*) Castles (Q R) was much better than taking the Kt, or, at any rate, the second Kt.

(*f*) Fatally blocking in his already imprisoned Queen; the Bishop should have retreated to B 4.

(*g*) We do not see what was the objection to P to Q 4 here.

(*h*) B to Kt 4 ch was stronger, winning either the exchange or a Pawn, with a good attack to boot.

(*i*) K to his sq seems to afford Black more chance of escape, but in any case he has a bad game.

Game 85.

(*French Game*).

White (Mr Pierpoint).	Black (Mr Jenkin).
1 P to K 4	1 P to K 3
2 P to K B 4	2 P to Q 4
3 P to K 5	3 P to Q B 4
4 Kt to K B 3	4 Kt to Q B 3
5 P to Q B 3	5 Q to Kt 3
6 P to Q 3 (*a*)	6 K Kt to K 2
7 P to K Kt 4 (*b*)	7 P to K Kt 3
8 P to Q 4	8 P takes P
9 P takes P	9 B to K Kt 2
10 Kt to Q B 3	10 P to K B 3
11 Kt to Q R 4	11 Q to Q sq
12 P to K R 4 (*c*)	12 P to K R 4
13 P takes K B P (*d*)	13 B takes P
14 P to K Kt 5	14 B to K Kt 2
15 B to K 3	15 Kt to K B 4
16 B to K B 2	16 Q to Q R 4 ch
17 Kt to Q B 3	17 Q to Q Kt 5

18 B to Q Kt 5 (*e*)	18 Q takes Q Kt P
19 Q R to Q B sq	19 B to Q 2
20 B takes Kt (*f*)	20 B takes B
21 Castles	21 Castles (K R)
22 Q to Q 3	22 P to Q R 3
23 P to Q R 4 (*g*)	23 Q to Q Kt 5
24 Kt to K 5	24 B takes Kt
25 Q P takes B (*h*)	25 Q takes K B P
26 Kt to K 2	26 Q to Kt 5 ch
27 K to R 2	27 Kt takes K R P
28 B to K Kt 3	28 Q takes Q R P (*i*)
29 R to K B 6	29 R takes R
30 Kt P takes R	30 K to B 2
31 Kt to Q 4	31 Kt to K B 4
32 Kt takes B	32 P takes Kt
33 R to Q Kt sq	33 R to Q R 2
34 B to K B 2	34 Q to K B 5 ch
35 K to Kt sq	35 P to Q 5
36 R to K sq	36 Q Kt 5 ch
37 K to R 2	37 Kt to K 6 (*k*)
38 R takes Kt	38 P takes R
39 Q takes P	39 R to Q Kt 2
40 Q to Q B 5	40 Q to K B 5 ch
41 K to Kt 2	41 Q to Kt 5 ch
42 K to R 2	42 Q to B 5 ch
43 K to Kt 2	43 Q to K 5 ch
44 K to R 2	44 P to K R 5
45 K to R 3	45 R to Kt 6 ch
46 K to R 2	46 Q to B 5 ch
47 K to Kt sq	47 Q to Kt 5 ch
Resigns.	

Notes.

(*a*) Lost time, as the Pawn has always to go to Q 4 in this opening for the maintenance of the centre.

(*b*) This checks the advance of the Kt for the moment, but it is a bad move, weakening and exposing his King's flank.

(*c*) Mr P. is determind to play a bold game, but he pays dearly for it afterwards.

(*d*) He ought of course to have moved on the Kt P at once.

(*e*) P to Q R 3 looks better, for then Black would lose his Queen if he took the Kt P.

(*f*) Preferable to this, we think, would be R to B 2, followed by Kt to K 5.

(*g*) Evidently misinterpreting the object of Black's last move, which was simply to prevent the Kt from getting into his game.

(*h*) After such play as this, White might as well have resigned. What objection could there be to retaking with the B P.

(*i*) This was removing the Q too far from the scene of action; we should rather have played R to B 6.

(*k*) Kt to R 5 would be more decisive.

GAME 86.

(*French Opening*).

WHITE (Mr Jenkin).	BLACK (Mr Fisher).
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 K Kt to B 3	4 Q Kt to B 3
5 B to Q 3	5 B to Q 3
6 Kt to B 3	6 Kt to B 3
7 Castles	7 B to K Kt 5
8 R checks	8 Q Kt to K 2 (*a*)
9 B to K Kt 5	9 P to B 3
10 B takes Kt	10 P takes B
11 P to K R 3	11 B to R 4
12 P to K Kt 4	12 B to Kt 3
13 Kt to K R 4	13 K to B sq
14 Q to Q 2	14 P to K R 4 (*b*)
15 B takes B	15 Kt takes B (*c*)
16 Kt to B 5	16 P takes P
17 P takes P	17 Kt to B 5 (*d*)
18 Kt to K 2	18 Q to B 2 (*e*)
19 Kt takes Kt	19 B takes Kt
20 Q to Kt 4 ch	20 K to Kt sq
21 R to K 7	21 B to R 7 ch
22 K to B sq	22 Q to B 5
23 R takes B P	23 R to R 5
24 Q takes P	24 R to Kt sq
25 B to Kt 7 ch, and wins.	

Notes.

(*a*) A move which speedily gets Black into trouble; when one party Castles in this opening, it is generally necessary for the other to do so too, though here there would have been no danger had he covered the check with Bishop.

(*b*) In such a situation the attempt to get up a counter attack was very perilous; the proper course, we believe, was to play R to K Kt sq, followed presently by Q to Q 2.

(*c*) If P takes B, White then takes Kt with R, &c.

(*d*) We should have preferred Kt to R 5, forcing the exchange of Kts, and allowing Black afterwards to play K to Kt 2.

(*e*) Fatal, but Black has apparently no good move here, perhaps his best was Kt back to Kt 3 again.

GAME 87.

(*French Game*).

WHITE (Mr Ranken).	BLACK (Mr Halford).
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 Kt to Q B 3	3 Kt to K B 3
4 P takes P	4 P takes P

5 Kt to B 3	5 Kt to B 3
6 B to Q 3	6 B to Q 3
7 Castles	7 Castles
8 B to K 3 (*a*)	8 B to K Kt 5
9 P to K R 3	9 B to R 4
10 P to K Kt 4 (*b*)	10 B to Kt 3
11 P to Kt 5	11 Kt to K 5
12 Kt takes P	12 Q to Q 2
13 K to Kt 2	13 Q R to K sq
14 P to Q B 3 (*c*)	14 Q to B 4
15 B takes Kt (*d*)	15 R takes B
16 P to B 4	16 R to Kt 5 ch (*e*)
17 K to R sq	17 R to R 5
18 Kt to Kt sq	18 Mates in 3 moves.

Notes.

(*a*) Q Kt to K 2 is a move often played here; the only objection to it is that it allows Black to plant his Kt on K 5 at once, though White has a good answer to that in P to Q B 4.

(*b*) Much too risky for a match game; B to K 2 is the safe and correct course.

(*c*) Weak; he should have played this P to B 4, or else Kt to K R 4.

(*d*) P to B 4 would not do now, on account of Black's reply Kt takes K B P.

(*e*) Well played; the finishing strokes are capitally delivered by Mr Halford.

Game 88.

Played in the handicap tourney of the Counties' Chess Association at Birmingham.

(*Four Knights' Game*).

White (Mr Wayte).	Black (Mr Ranken).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 Kt to Q B 3	3 Kt to K B 3
4 B to Kt 5	4 B to B 4
5 Kt takes K P	5 Kt takes Kt
6 P to Q 4	6 B to Kt 5
7 P takes Kt	7 Kt takes P
8 Castles (*a*)	8 Kt takes Kt
9 P takes Kt	9 B takes P
10 Q to Kt 4	10 K to B sq (*b*)
11 B to R 3 ch	11 K to Kt sq (*c*)
12 Q R to Q sq	12 P to Q B 3
13 P to K 6 (*d*)	13 P to Q 4
14 P takes P ch	14 K takes P
15 Q to K Kt 3	15 B to B 3
16 B to Q 3	16 B to K 3
17 B to Q 6 (*e*)	17 P to K Kt 3
18 B to K B 4	18 Q to Q 2

19 P to Q B 4	19 P to Q 5
20 B to K 5	20 B takes B
21 Q takes B	21 K R to K sq
22 B to K 2	22 Q R to Q sq (*f*)
23 Q R to Q 2	23 K to Kt sq
24 K R to Q sq	24 B to B 4 (*g*)
25 Q to Q B 5	25 P to Kt 3
26 Q to Q R 3	26 Q to K 2
27 Q to Kt 2	27 P to B 4
28 P to K R 3	28 Q to Kt 4
29 K to R sq	29 B to K 5
30 P to B 3	30 B to B 3
31 B to Q 3	31 Q to Kt 6
32 K R to K B sq	32 K R to K 4
33 Q R to K 2	33 R takes R (*h*)
34 B takes R	34 R to K sq
35 Q to Q 2	35 Q to K 4
36 B to Q 3	36 Q to K 6
37 Q takes Q	37 R takes Q
38 B to B 2 (*i*)	38 P to Q R 3 (*k*)
39 K to Kt sq	39 P to Q Kt 4
40 B to Kt 3	40 K to Kt 2
41 R to Q B sq	41 P to Kt 5
42 K to B 2	42 K to B 3
43 R to K sq	43 R takes R
44 K takes R	44 K to K 4
45 K to B 2	45 P to Q R 4
46 B to B 2	46 B to Q 2
47 P to K R 4	47 B to K 3
48 B to Q 3	48 P to R 5
49 P to Kt 3	49 P to R 6
Resigns.	

Notes.

(*a*) At this point Mr Ranken once tried Q to Kt 4, with the following result:—8 $\frac{\text{Q to Kt 4,}}{\text{Kt takes Kt,}}$ 9 $\frac{\text{P takes Kt.}}{\text{Q takes B}}$ (This of course was risky, the safe play was $\frac{\text{Q takes B}}{\text{B takes P ch,}}$). 9 10 $\frac{\text{K to Q sq}}{\text{Castles}}$ ($\frac{\text{K to B sq}}{}$ is the proper move), 11 $\frac{\text{B to Kt 5,}}{\text{Q to K sq.}}$ (This loses the game; Black should play P to Q 3.) 12 $\frac{\text{B to B 6,}}{\text{P to K Kt 3,}}$ 13 $\frac{\text{Q to K B 4,}}{}$ and wins.

(*b*) Better than Castling, in which case the game might have proceeded thus:—

	10 Castles
11 B to Kt 5	11 P to Q 3
12 Q to R 5	12 P to K B 3
13 B to B 4 ch	13 P to Q 4 (best)
14 B to Q 3	14 P to K R 3
15 B takes B P	15 R takes B (best)
16 P takes R	16 B takes P

17 Q R to K sq, and White must win.

(*c*) Had Black attempted to gain the exchange here, he would have paid very dearly for it, *e.g.*:—

	11 P to Q 3
12 Q to K 2	12 B takes R
13 P takes P	13 P takes P

14 R to Q sq with a winning game.

(*d*) This move at first sight looks promising, but in reality it promotes a liberation of Black's pieces. B to B 4 would have been better play, for Black could not then take the K P on account of the reply Q to K R 5.

(*e*) We should have preferred P to K B 4, and if Black answered with Q to R 4, P to B 5 would either give White a strong attack, or, if Bishops were exchanged, a better chance of a draw.

(*f*) Black can gain nothing by playing here

	22 B to B 4
23 Q to B 4	23 R takes B
24 R takes P	24 Q to K 2
25 P to Kt 4	25 R to K 5
26 R takes R	26 Q takes R

on account of White's now checking with Q at B 7.

(*g*) He should rather play the B to Kt 5, forcing the exchange of Queens and Bishops.

(*h*) Better in a match game than going in for an attack by R to Kt 4.

(*i*) Had he played R to Q sq, Black could have taken B P with his R.

(*k*) R to B 6 looks like a shorter road to victory.

Game 89.

The following smart skirmish occurred recently at the Sydney Chess Club between Mr Fisher and another amateur. The notes are by the editor of the *Sydney Mail*.

(*Two Knight's Defence*).

White (Mr A.)	Black (Mr Fisher).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 Kt to K B 3
4 Kt to Kt 5	4 P to Q 4
5 P takes P	5 Kt to Q R 4
6 B to Kt 5 ch	6 P to Q B 3
7 P takes P	7 P takes P
8 B to K 2 (*a*)	8 P to K R 3
9 Kt to K B 3	9 P to K 5
10 Kt to K 5	10 Q to Q 5
11 P to K B 4	11 B to Q B 4
12 R to K B sq (*b*)	12 B to Q 3
13 P to Q B 3	13 Q to Q 4 (*c*)
14 P to Q Kt 4	14 B takes Kt
15 P takes B	15 Q takes K P
16 P takes Kt	16 Q takes K R P (*d*)
17 Q to R 4	17 Castles
18 Q to Q 4 (*e*)	18 B to K 3

19 B to R 3	19 K R to Q sq
20 Q to K Kt sq	20 Q to Q B 2
21 B to Q B 5	21 Kt to Q 4 (*f*)
22 B to K 3	22 Q R to Kt sq
23 P to K Kt 4 (*g*)	23 Q takes R P
24 P to Kt 5 (*h*)	24 Kt takes B
25 P takes R P	25 Kt to B 7 ch
26 K to Q sq	26 P to K Kt 3
27 K takes Kt	27 B takes R P
28 R to B 6	28 Q to R 5 ch
29 K to B sq	29 R takes Kt ch
30 R takes R	30 B takes R
31 R takes Kt P ch	31 K to R sq
32 B to Q sq (*i*)	32 Q to R 6 ch
33 K takes B	33 R to Kt sq ch

And Black wins.

Notes.

(*a*) This is the strongest move.

(*b*) White is now considered by the authorities to have the better game. We believe he has, but the position is one that requires great care.

(*c*) White's next move wins a piece, but we doubt if 14 P to Q 4 is not safer.

(*d*) Black has a threatening position; White, however, makes a good defence.

(*e*) Much better than taking the Q B P, for which there is no time.

(*f*) Threatening, if the Kt be played out, to capture the Q B P, for if Q P then takes Kt, mate follows in a few moves.

(*g*) White is going in for a bold counter-attack.

(*h*) P to Q R 4, with a view to secure himself on the Queen's wing, would have been better.

(*i*) He has no resource left, for if K takes B, the R checks and wins.

Game 90.

(*From the Cleveland Voice*).

A brilliant game between Messrs. Vasquez and Reind, City of Mexico.

(*Salvio-Cochrane Gambit*).

White (A. C. Vasquez).	Black (Lazaro Reind).
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 Kt to K B 3	3 P to K Kt 4
4 B to B 4	4 P to Kt 5
5 Kt to K 5	5 Q to R 5 ch
6 K to B sq	6 P to B 6 (*a*)
7 P to Q 4 (*b*)	7 Kt to K B 3 (*c*)
8 Kt to Q B 3	8 B to Kt 2

9	B takes P ch	9	K to K 2
10	B to Q B 4	10	R to B sq
11	P takes P	11	P to Q 3
12	P to B 4	12	P takes Kt
13	Q P takes P	13	P to B 3 (*d*)
14	P takes Kt ch	14	B takes P
15	Q to Q 3	15	P to Q Kt 4
16	Kt takes P	16	P takes Kt
17	B to Q 5 (*e*)	17	B to K 3
18	Q to Q R 3 ch	18	K to K sq
19	B takes B (*f*)	19	Kt to Q 2
20	Q to Q 3	20	R to Q sq
21	P to K R 3	21	P to K R 4
22	K to Kt 2	22	B to R sq
23	Q takes Kt P	23	P takes P ch
24	R takes P	24	Q to K 8
25	B to K 3 (*g*)	25	Q takes R (*h*)
26	Q takes R P ch	26	K to K 2
27	B to B 5 ch	27	Kt takes B
28	Q takes Kt ch	28	K takes B
29	R to R 6 ch	29	B to B 3
30	Q to K 5 ch	30	K to Q 2
31	R to R 7 ch	31	K to B 3
32	R to Q B 7 ch	32	K to Kt 3
33	Q to Q B 5 ch	33	K to R 3
34	R takes P Mate (*i*)		

Notes.

(*a*) This invention of Cochrane is generally thought to fortify the second player's game considerably.

(*b*) The best continuation.

(*c*) Here Black deviates from the accepted mode of defence, which is:

	7 P takes P ch
8 K takes P	8 Q to R 6 ch
9 K to Kt sq	9 Kt to K R 3

with a continuation favourable to Black. The move in the text appears weak.

(*d*) He could not safely remove the attacked Kt on account of the dangerous check of the White Kt at Q 5.

(*e*) This and the preceding move of White are cleverly played.

(*f*) Better than taking the Rook, which is out of play.

(*g*) A fine move, as the result shows. Mr Vasquez is certainly a brilliant player.

(*h*) He has no other choice.

(*i*) From the 25th move White allows the enemy no respite from the onslaught. The game is finished off in excellent style.

GAME 91.

Played at Bath, February 26th, 1877, at the odds of the P and two.

WHITE (Miss Watson).	BLACK (Mr Thorold).
1 P to K 4 / P to Q 4	1 P to Q B 4 (*a*)
2 Q to R 5 ch	2 P to K Kt 3
3 Q takes P	3 Q Kt to B 3
4 Q to Q B 4 (*b*)	4 P to Q Kt 4 (*c*)
5 Q to Q 3	5 P to Q 4
6 P to K 5 (*d*)	6 P to Q R 3
7 K Kt to B 3	7 B to K B 4
8 Q to Q sq	8 R to Q B sq
9 P to Q B 3	9 P to K 3
10 Q Kt to Q 2	10 P to Q Kt 5
11 B takes P	11 P takes P
12 P takes P	12 R to Q B 2
13 B to Q Kt 5	13 Kt to K R 3
14 Q to Q R 4	14 Q to Q 2
15 Kt to Q Kt 3	15 B to Q B 7
16 Q to R 8 ch	16 R to B sq
17 B takes Kt	17 Q takes B
18 Q takes Q	18 R takes Q
19 B to Q 2 (*e*)	19 B to Q 6
20 Kt to Q B sq	20 B to Q B 5
21 B to K Kt 5 (*f*)	21 B to K Kt 2
22 R to Q Kt sq	22 Castles
23 K to Q 2	23 Kt to Kt 5
24 B to K 3	24 R to Q R 3
25 R to Kt 2	25 K R to Q R sq
26 P to K R 3 (*g*)	26 Kt takes B
27 P takes Kt	27 B to B sq
28 Kt to Kt 5	28 B to Q R 6
29 R to Kt 7	29 B takes Kt ch
30 R takes B	30 R takes P ch
31 R to B 2	31 R to R 8
32 Kt takes K P (*h*)	32 R to K Kt 8, and wins in a few moves.

Notes.

(*a*) Mr T. considers this to afford as good a chance to the second player as any other defence.

(*b*) We believe B to K Kt 5 would be a good move here, or P to Q 5 at once.

(*c*) Very rash; Miss Watson ought to have taken the P, and on Kt taking Q P, moved Q to K 5.

(*d*) P takes P, followed by Kt to Q B 3, is more attacking and gains time.

(*e*) If White had castled now, Black could not capture the P with any profit, *e.g.*:—

19 Castles	19 R takes P
20 B to Q 2	20 R to B 5 (best)
21 Kt to R 5	21 R to B 2
22 K R to Q B sq	22 K to Q 2
23 Kt to K sq	23 B to Q R 5
24 R takes R ch	24 K takes R
25 R to B sq ch	25 K to Q 2
26 Kt to Kt 7	26 Kt to B 4

27 Kt to Q 3, and must win. Black, however, would of course play B to Q 6 before taking the P.

(*f*) A lost move; Miss Watson should have taken possession of the open file at once.

(*g*) As the R P cannot be saved, it would be far better to play Kt to Q 3, and bring in K R.

(*h*) A fatal mistake. Doubling the Rooks would, we believe, not only have saved, but won the game.

CHESS INTELLIGENCE.

*** SECRETARIES OF CLUBS AND OTHERS *are invited to assist us in making our record of the month's doings as complete as possible.*

The Eleventh Chess Congress of the West-German Association was opened on August 18th, at 9 A.M., by the President of the Cologne Chess Club, Herr Eduard Hammacher. After a short opening speech of the chairman, and the completion of the preliminary arrangements for the different tournaments, play commenced at 10 A.M., and was continued to a late hour in the evening, in one of the splendid halls of the Gürzenich, the Cologne Mansion House. Sunday, the 19th, at 9 A.M. precisely, the play recommenced, and was continued up to one o'clock. The latter part of the day was devoted to the annual dinner of the Association, Herr E. Hammacher in the chair. After a splendid repast, and some songs specially composed for the occasion, the usual toasts followed. The welfare of the Association was coupled with the name of the chairman, and to the toast of the chess-masters Herr J. H. Zukertort had to reply. The chairman then announced the result of the problem tournament as follows:—T. Berger of Gratz, first prize; F. von Geyersstein of Upsala, second prize; J. Minckwitz of Hansdorf, honourable mention. On Monday, the 20th, play was continued in the splendid establishment of the Flora, and was again interrupted by a banquet. Shortly before 7 P.M. the blindfold play commenced. E. Schallopp of Berlin and J. H. Zukertort played blindfold five games each against the same five opponents, and one game against each other. After two hours and a half Zukertort won his five games and drew against Schallopp, whilst the latter finished his games an hour later, winning two and losing three. During the time of the blindfold performance

the solution tourney took place, and the prize was carried off by W. Kirdorf of Crefeld. In the masters' tournament six competitors entered: Dr Goring of Leipzig, J. Metger of Göttingen, E. Schallopp of Berlin, C. Wemmers of Cologne, J. H. Zukertort, and a young English amateur. The following table shows the result of play:—

	Goring.	Metger.	Schallopp.	Wemmers.	Zukertort.	*	Score
Goring	—	1	0	0	½	1	2½
Metger	0	—	0	1	1	1	3
Schallopp	1	1	—	0	0	1	3
Wemmers.....	1	0	1	—	0	1	3
Zukertort	½	0	1	1	—	1	3½
* Amateur.....	0	0	0	0	0	—	0

The first prize, 200 marks, was taken, therefore, by J. H. Zukertort; the second was divided between Messrs. Metger, Schallopp, and Wemmers. In the West-German tournament, the prizes were taken by E. Hammacher of Cologne, J. Ehlen of Crefeld, G. Kist of Cologne, and Dr Richter of Siegen. There were, besides, two visitor tournaments, and a consolation tourney arranged for the losers. A general meeting was held on the last day of the congress, and after some formal business had been settled, it was decided to hold next year's meeting in Frankfort. The festivities of the Congress were concluded with a trip to Rolandseck.—*The Field.*

The *Nordisk Skaktidsnde* for August opens with an article written in Swedish, upon an important variation of the Ginoco Piano. The article is by Messrs. Borén and Svenonius of Stockholm, and it appears, as far as we are able to understand it, to be very interesting and clever. By-and-bye we hope to present it in an English dress to our readers.

According to *La Stratégie*, all the chess talent of France has for some time past been concentrated at Trouville, where at the Casino, together with M. Rosenthal, have assembled daily such amateurs as MM. Le Quesne, Vié, Morel, the Abbés Durand and Vincent, le Beaupin, &c., &c., and the games have gone on swimmingly, amid the sound of the waves.

The late numbers of the *Dubuque Chess Journal*, and the September number of the *Westminster Papers*, contain interesting analyses of the Richardson attack in the Evans' Gambit, which we are sorry that, for want of space, we are unable for the present to reproduce.

The Latin poem on Chess, to which we alluded in our June number, has been, by the courtesy of J. Watkinson, Esq., forwarded to Canada, where it is being translated into English verse by a good classical scholar. It will appear simultaneously (we hope next month) in the *Huddersfield College Magazine* and in this Journal.

The *Hartford* (Connecticut) *Times* is still continuing the publication of the articles and poems sent to compete for the prizes in its literary tourney.

The games in the International Post Card Tourney with America are now in full swing. When they have made a little further progress, we will, if it be permitted, give the moves of some of them as far as they have gone. Mr C. G. Lincoln having retired from the contest, his place has been taken by Dr White of Tennessee.

A NEW CHESS-BOOK.—The Lebanon Herald silver prize cup chess problem tourney was beyond question the most brilliant and most successful competition of the decade, eliciting contributions from eminent problemists in half the States of the Union, Canada, England, Scotland, France, Prussia, Italy, and Switzerland. In response to a general desire for a permanent momento of this great contest, it has been decided to issue a volume containing all the competing problems (one hundred and over) which were published in the Herald. The book will be printed on tinted paper and bound in cloth; Price $1, post paid. As "A Chess Century" will be sold only by subscription, the names of those desiring copies should be sent in at once, that the size of the edition may be properly regulated. The money need not be sent until the book is ready for delivery. Address all orders to R. L. C. White & Co., Publishers, P.O. Box A. Lebanon, Tennessee, U.S.—*Lebanon Herald.*

A novel tourney is being carried on in connection with the Chess column of the *Danbury News*, so ably conducted by Mr B. M. Neill. In order to secure good problems and games for publication, the editor offered an acknowledgment for every problem and game that was accepted. An afterthought seems to have suggested itself, and the proposed tourney is the result. Every three months prizes will be given for the best problems and games contributed during that period. The problems are to be accompanied by mottoes, &c., as is usual in these competitions; the games, however, are not to be sent anonymously. The prizes are—for the best three-move problems, 10 dollars; for the second, 5 dollars; for the best game, 5 dollars; and for the most brilliant game, a copy of the *News* for twelve months. We shall be glad to hear of the success of the movement.—*Newcastle Courant.*

THE CANADIAN CHESS CONGRESS.—The meeting was to take place at Quebec on the 28th of August and following days.

THE HUDDERSFIELD COLLEGE MAGAZINE.—The September issue of this magazine completes the first volume, and we take this opportunity to tell our readers that this school periodical is one of the most entertaining that comes to our table. We have repeatedly alluded to the excellence of the chess department. Nor do we stand alone. In every chess column in which reviews of chess monthlies appear, praise is awarded to it for originality, instruction, and entertainment. The editor offers a specimen copy to any of our readers who wish to see it.—*Glasgow News of the Week.*

Our Australian exchanges are as usual full of interest. From the capital chess column of the *Adelaide Observer and Miscellany* we extract the following items:—

In Brisbane, under the stimulus of the presence of Mr J. Wisker, a Chess Club has been organised, numbering 40 members, and the newly formed Club has started a handicap tournament on the pairing principle, each match to

consist of the best of three games. There are 16 competitors, Mr Wisker, with good taste, not having entered.

In Hamilton (Va.) there is a flourishing Chess Club, and the local *Spectator* is about to start a Chess Column.

In New Zealand the various tourneys excite much attention. In the Christchurch tourney of 21 players the prizes consist of a handsome silver cup, a second prize, and four class prizes. Mr Hookham, the local champion, is competing. He is also engaged in a match by correspondence with Mr C. Benbow of Wellington. In Dunedin, Mr D. R. Hay has won the silver cup in the Club tournament with a score of 19 to 2. In Auckland, the tourney for Mr Aitken's silver cup is approaching completion, the contest really lying between Messrs. Morton and Stewart, "both of whom (remarks the *Weekly News*) are well known as skilful, cautious, and able players." In Wellington, the handicap chess tourney among 32 competitors, on the "cutting down" principle, has resulted in two first-class players, Messrs. Brown and Hullett, being left to play off for the prize. As they are both strong players, the final game was expected to be a good one.

The telegraphic match between the Adelaide and Moonta Mines Clubs, which lasted from 8 P.M. till 6 A.M., was won by the latter, the score being Adelaide 0, Moonta 4, Drawn 1.

Since the Counties meeting very little has been doing in English Chess; the principal activity appears to prevail in the Hull district, as will be seen by the following extracts from the excellent chess columns of the *Amateur World*, edited by Mr J. T. Palmer:—

HULL CHESS CLUB.—The Secretary of this Club is actively preparing for the winter campaign.

GRIMBSY.—Six members of the Grimsby and District Club, recently played a match with six members of the Grantham Club, at the residence of the Rev. A. B. Skipworth, Tetford. The final score was Grimsby 8 games, Grantham 4. Mr Skipworth with his usual hospitality provided the players with a sumptuous repast. The correspondence match between the Grimsby and Grantham Clubs is postponed until winter sets in.

Several private matches have recently taken place, or are now in progress in Hull. The combatants are Morris *v.* Palmer; Morris *v.* Morston; Farrow *v.* Philip; Palmer *v.* Jacobsen; Dixon *v.* Leffler, &c.

Chess Players in Hull and district deeply deplore the death of James Walker, Esq., aged 66. The deceased gentleman was an enthusiastic lover of the royal game, and had been identified with Hull Chess for upwards of forty years. He was a member of the Catholic Institute, and the Hull Chess Club, and will be sadly missed when the usual local matches take place next winter. To sum up this feeble tribute to his memory we may add that Mr Walker was esteemed and respected by all who were privileged to know him.

It is proposed to hold an influential Chess gathering at Grantham early in January, in connection with the Lincolnshire Chess Association, under the presidency of Earl Brownlow.

BRISTOL YOUNG MEN'S CHRISTIAN ASSOCIATION CHESS CLUB.—The members' annual meeting was held on Wednesday evening, September 12, at the Institution, St James' Square. The resignation of the President (C. Boorne, Esq.), in consequence of ill health, had to be accepted with much regret. There was also a change of Secretaryship, Mr S. T. Jey retiring from

the office, and Mr K. Hunt being appointed thereto. The Committee for the ensuing year were balloted for, the number of members having been reduced from six to four, and the four following gentlemen were duly elected:—Messrs. H. Andrews, W. Hall, O. Hunt, and S. T. Jey. It was decided to meet on Thursday evenings, instead of Wednesdays, in the Committee Room of the Institution, commencing Thursday, September 20.

NOTICES TO CORRESPONDENTS.

E. A. Kunkel, Wolcottville, Conn. We ordered the *Chronicle* to be sent you in exchange for the *Globe*, and hope it comes to hand regularly.

R. L. C. White, Tennessee. Please enter editor's name for a copy of the "Chess Century."

W. S. Hallock, Hannibal, Mo. Your June number is the last that has reached us.

Can any of our friends give us the addresses of the editors of the *Wiener Salonblatt*, *Schachmanj Listok*, and *La Estrategia Mexicana*, or aid us in obtaining exchanges with them?

J. T. P., Hull; Dr V., Littlehampton; S. T. J., Bristol. Received with thanks.

*** We have been favoured by a correspondent, whose signature we cannot decipher, and who gives no address, with a newspaper cutting containing New Zealand chess intelligence, for which we tender him our thanks, and shall be glad to hear from him again.

SOLUTIONS TO PROBLEMS.

	WHITE.	BLACK.
No. LXV.—1	B to Kt sq	
No. LXVI.—1	Q to B 3	
No. LXVII.—1	R to Kt 3	1 P to R 3
2	B to Kt 2	2 Any
3	Q or Kt mates accordingly	
		1 K moves
2	Q to B 8 ch	2 K moves
3	Kt mates	
No. LXVIII.—1	B to B 5	1 B to B 2, or P moves
2	B to Q 7	2 Any
3	Q mates	
		1 K moves
2	Q to Q Kt 6	2 Any
3	Q mates	
No. LXIX.—1	Kt to K 3	1 B takes Kt
2	R takes P ch	2 K to Q 4
3	Kt takes P ch	3 K moves
4	B mates	

		1 B to B sq, or P to K 4
	2 Kt to R 7 ch	2 K to Q 3
	3 Kt to B 4 ch	3 K moves
	4 R mates	
		1 P takes R
	2 Kt to R 7 ch	2 K moves
	3 B to K 7 ch	3 K moves
	4 Kt mates	
		1 R takes Kt
	2 B to B 3	2 B takes Kt
	3 R takes P double ch	3 K moves
	4 R mates	
		2 P takes R
	3 B takes P ch	3 K moves
	4 Kt mates	
No. LXX.—	1 B to Q Kt 5	1 P to Q 4
	2 B to K 8	2 P takes Kt
	3 P Queens	3 K to B 3
	4 B mates	
		1 B to Kt sq
	2 R takes B	2 Any
	3 R to B 8	3 Any
	4 P Queens, mate	

This problem can also be solved by playing either Q B or Kt to K Kt 5.

No. LXXI.—	1 Q to Kt 3	1 K takes R
	2 Kt to K sq dis ch	2 K takes P
	3 Q to Q 3 ch	3 Any
	4 Q mates	
No. LXXII.—	1 Kt to R 5	1 K takes Kt
	2 Kt to Kt 7 ch	2 K moves
	3 K to B 4	3 P moves
	4 Kt mates	

CORRECT SOLUTIONS.—F. V. P. has solved No. 68; S. A. Sillem, 65, 66; W. Johnstone, 65, 66, 72; J. H. North, 66, 68, 70, 72; Emile Frau, 65, 66, 68, 70, 72; "Zeus" and "Cant," 65, 66, 67, 68, 69, 70, 71, 72.

We shall be glad to acknowledge any Solutions of Problems which we may receive before the 20th of each month.

PROBLEMS.

Under the supervision of JOHN CRUM, 16 *Bothwell Street, Glasgow, to whom all Communications connected with Problems, Solutions, &c., should be addressed.*

No. 73.—From the "Lebanon Herald" Tourney.
By A. TOWNSEND.

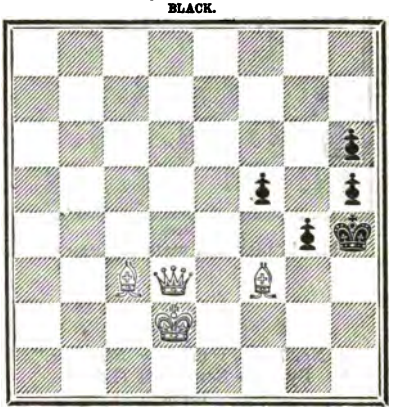
BLACK.

WHITE.

White to play and mate in two moves.

No. 74.—By W. A. SHINKMAN.*

BLACK.



WHITE.

White to play and mate in three moves.

No. 75.—By H. BLANCHARD.

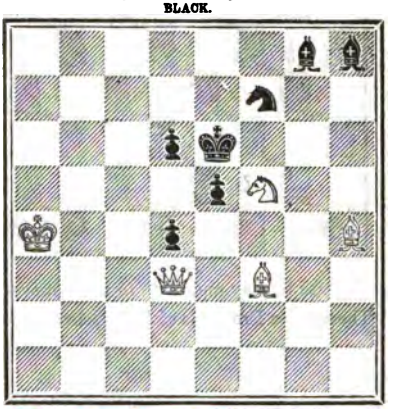
BLACK.

WHITE.

White to play and mate in three moves.

No. 76.—By Sergt.-Major M'ARTHUR.

BLACK.



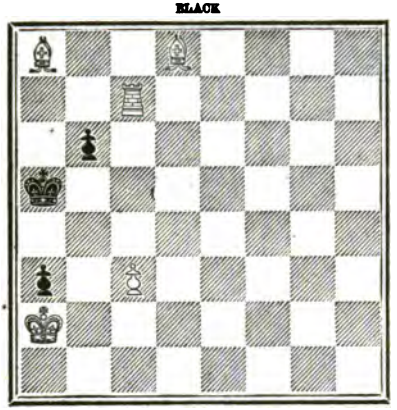
WHITE.

White to play and mate in three moves.

* We are indebted to Mr Watkinson of Huddersfield for this excellent Problem.

No. 77.—By Colour-Sergt. Scott.

BLACK

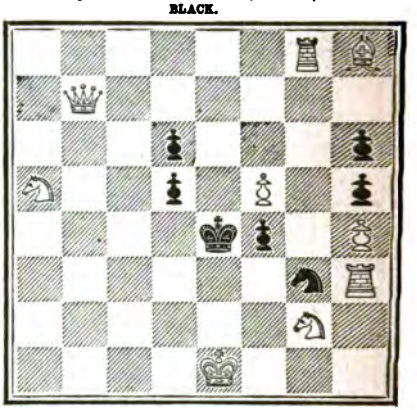


WHITE.

White to play and mate in three moves.

No. 78.—From "*La Stratégie.*"
By Herr Schrüfer (Léonie).

BLACK.



WHITE.

White to play and mate in two moves.

No. 79.—From "*La Stratégie.*"
By Herr Schrüfer (Léonie).

BLACK.

WHITE.

White to play and mate in three moves.

No. 80.—From "*La Stratégie.*"
By Herr Schrüfer (Léonie).

BLACK.

WHITE.

White to play and mate in four moves.

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WITH THE CO-OPERATION OF

G. B. FRASER, Esq. | Rev. Professor WAYTE.
Rev. A. B. SKIPWORTH. | J. CRUM, Esq.

PROBLEM

BY

H. F. L. MEYER.

BLACK.

WHITE.

White to play and mate in five moves.

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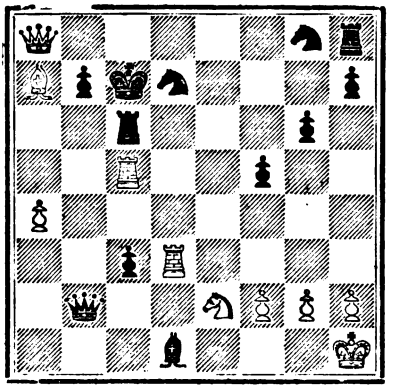
Second  Edition.

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*** *All communications for this Magazine to be addressed to the* Rev. C. E. RANKEN, *St Ronan's, Malvern, Worcestershire, except those for the Problem department, which should be sent to J. Crum, Esq.,* 16 *Bothwell St., Glasgow. Games and Problems should be sent as early in the month as possible, in order to secure attention, and other matter not later than the* 20*th.*

The Chess Player's Chronicle.

1st NOVEMBER, 1877.

NAPOLEON'S CHESS BOARD.

IN *Scribner's Magazine* for this present October, there is an extremely interesting sketch of the life of Captain E. E. Morgan, an American seaman, who, before steam was applied to ocean navigation, commanded for many years in succession several of the first class packet ships which carried passengers between New York and London. Captain Morgan was a man of superior intellect, and possessed a fund of native humour, with large heartiness of nature, qualities which, as their correspondence testifies, obtained for him the cordial friendship of many Englishmen of high mark, such as Dickens, Thackeray, Edwin Landseer, Sydney Smith, the great painter Turner, and other celebrated men. On three different occasions the vessel under Captain Morgan's command was chartered by Joseph Buonaparte, sometime King of Spain, for the conveyance of himself and suite across the Atlantic. These passages afforded immense gratification to the worthy skipper, who was an enthusiastic admirer of the genius of *le petit Caporal*, to whom, singularly enough, he bore a strong personal resemblance.

"Joseph," we are told, "was himself a man of little apparent force of character, and his time seems to have been largely spent at chess or draughts—games at which he had a truly royal objection to being beaten. He had his share too of the family peculiarities, and while usually kindly and generous, was quick-tempered and wilful to obstinacy. His exhibitions of temper were sometimes amusingly childish, as, on one occasion when Captain Morgan, having been so unwise as to beat him three games in succession at back-gammon, he shut the board in a pet, and told his sucessful opponent to take it out of his sight, for he would never play on it again—a promise which he persistently kept, leaving the board in Captain Morgan's possession. The friendship which

was begun during these voyages lasted until Joseph's death, and Captain Morgan not only visited him more than once at his domain at Bordentown, but also received from him certain proofs of especial regard which were of scarcely less than priceless value to one who had so keen a sympathy with the fallen fortunes of the great Emperor. The place of honour among these *souvenirs* belongs, perhaps, to a plain, strongly made chess board, which was used constantly by Napoleon during his imprisonment at St. Helena. It was his companion during his voyage from France, and though fitted up both for draughts and cribbage, had evidently been used for little but the favourite game of chess. One is tempted to linger long over the inlaid squares upon whose field the hand of the great warrior had marshalled his mimic forces, and it is with a feeling akin to awe that one touches the ivory figures which, through long years, were the silent companions of the man who

> 'Fought a thousand glorious wars,
> And more than half the world was his;
> And somewhere now in yonder stars,
> Can tell, mayhap, what greatness is.'"

Napoleon's predilection for chess is of course well known, although he was never anything of a player; the restless activity of his life allowing him no leisure, probably, to devote to the cultivation of the game. But in the solitude of St. Helena he might, had he so chosen, have mastered its intricacies. A treatise on chess from his hand would have been a rare addition, methinks, to the literature of the royal pastime; and poor occupation as it may be thought for that wonderful brain, it would have been better surely than spending his time in the dictation of uncandid statements of his past career to Gourgaud or Bertrand, keeping up ignoble bickerings with that ill-used man, Sir Hudson Lowe, and eating away his heart in bootless regrets for the pinnacle of glory and power from which he had toppled headlong, like Lucifer, "never to hope again." H. A. K.

NAPOLEON AS A CHESS-PLAYER.

WE take the following interesting sketch of the great Napoleon's skill at the "mimicry of war" from the Chess Column of the *Week*, which is under the able management of Mr Wisker:—

"That Napoleon played at chess habitually is universally known; that he played well is a common belief. He generally won, but great personages of

his type generally do win when they condescend to play at games. In reality, Napoleon was an unsound and inaccurate chess-player, but his character made itself manifest even in this amusement. What he was in practical life he was over the chess-board. The same 'all or nothing' principle which made him for years the master of Europe pervaded his style of chess play. He concentrated all his forces on one point; he sacrificed everything to the attack; pieces and pawns, like battalions, were regarded of no account, provided they secured the end in view. They generally did, but whether this result followed from the inherent strength of Napoleon's play, or the obliging disposition of his antagonists, is a question the reader will be easily able to determine. Only two specimens of the great conqueror's chess are extant. One of these was contested with a lady, and is supposed to have taken place on the evening of the Duc d'Enghien's execution. There is no doubt at any rate that the Emperor did play chess on that evening, and that the game in question is authentic. We subjoin it:—

White (Madame de Rémusat).	Black (Napoleon).
1 P to Q 3	1 Kt to K B 3
2 P to K 4	2 Kt to Q B 3
3 P to K B 4	3 P to K 4
4 P takes P	4 Q Kt takes P
5 Kt to Q B 3	5 K Kt to K Kt 5
6 P to Q 4	6 Q checks
7 P to K Kt 3	7 Q to K B 3
8 Kt to K R 3	8 Q Kt to K B 6 ch
9 K to K 2	9 Kt takes Q P ch
10 K to Q 3	10 Kt to K 4 ch
11 K takes Kt	11 B to Q B 4 ch
12 K takes B	12 Q to Q Kt 3 ch
13 K moves	13 Q mates

"In certain London circles this game would be irreverently described as a 'donkey's gallop.' It is brilliant enough, certainly—quite problematical, in fact. The opening is, in the highest degree, irregular, but the finish is undoubtedly neat.

"Most of Napoleon's chess was played at St. Helena—there, indeed, it was his favourite recreation. His regular opponent was Count Bertrand, who furnished one of the most splendid examples of fidelity to a fallen cause the world has ever seen. Shortly before the Emperor's death a military gentleman, by dint of bribes and persuasion, obtained a post at a window at Longwood, through which he could see Napoleon encountering his regular opponent. The hand of death was already upon the great conqueror. His face was purple, and his figure enormously bloated. Beyond the stern intellect of the eyes and forehead, and the fixed purpose of the jaw, little remained of the man upon whom shone the sun of Austerlitz. The game was not a long one; Napoleon played the attack, and got a fine game by large sacrifices. His exclamations of satisfaction increased. 'Enfin vous-etes attrapé, Bertrand!' 'C'est vrai, sire,' replied Fidelity, and the game came to an end. It is a pleasing mate, and we hope to give it shortly. There is no question that Bertrand might, by one or two simple moves at different points of the game, have gained a winning position. Yet that was not Bertrand's business. He knew when to let in his master at the proper moment. Not long after this game, checkmate was effected by the hand to which all players, good or bad, must succumb sooner or later."

NAPOLEON PLAYING CHESS AT ST. HELENA.

(From an old volume of the *Chess Player's Chronicle.*)

BUONAPARTE, as is well known, was frequently in the habit of playing chess in his solitude at St. Helena, and it is related by one of his annalists—Las Casas, I think—that he would sometimes pause in the middle of a game, and look round him in an abstracted manner, with thoughts apparently diverted into some other channel.

Shorn of his wide dominion,
And stript of borrowed throne,
Within a narrow chamber coop'd,
Sits Great Napoleon:
A solitary islet,
Upon the heaving main,
His prison home; that chequered board
His only battle-plain.

He marks it not. Old memories
Upon the captive pour—
Haply the sun of Austerlitz
Victorious shines once more;
At Borodino's ghastly fray
He joins the slaughter shock—
Leans now in sternest anguish o'er
The corse of rough Duroc.

And see! a gentle vision,
With melancholy eye,
And patient, mild, submissive air,
Glideth dejected by.
Upon the fallen conqueror
She looks with pitying mien—
Thy cruel wrong is well avenged,
Fond, hapless Josephine!

But lo! a darker shadow
Falls on the massive brow,
A death-like pallor overspreads
Those marble features now;
Two blood-stain'd phantoms slowly flit
Before his troubled sight—
His straining eyeballs gaze upon
Young D'Enghien and Wright.

It had been well, dread Corsican,
For suffering mankind,
If ever to that mimic strife
Thy wars had been confined.
Then mourning Jena's field would ne'er
Have drained her sanguine flood,
Nor the melting snows of Russia
Wept red with human blood.

Where all thy serried legions,
Thy stalwart grenadiers?
Where thy resistless phalanx
Of steel-clad cuirassiers?

Their scatter'd bones by thousands
Old Leipsic's meadow strew;
In bleaching masses thick they lie
In Spain—at Waterloo.

An exile in captivity,
Such now thy joyless fate;
A widower and childless—
The oppressor desolate.
Ay, Retribution's steadfast grip
Enfolds her victim fast;
To thine own lips the bitter cup
Commended is at last.

H. A. K.

GAME 92.

Select Reprints, No. XI.—Tournament of 1851, *p.* 141.

(*Sicilian Game*).

WHITE (Mr Wyvill).	BLACK (Mr Anderssen).
1 P to Q B 4	1 P to K B 4
2 P to K 3	2 Kt to K B 3
3 P to K B 4	3 P to K 3
4 Kt to K B 3	4 B to K 2
5 B to K 2	5 Castles
6 Castles	6 P to Q 3
7 P to Q Kt 3	7 Kt to K 5
8 P to Q R 3	8 B to B 3
9 R to Q R 2	9 P to Q R 4
10 P to Q 3	10 Kt to Q B 4
11 Q Kt to Q 2	11 Kt to Q B 3
12 P to Q 4 (*a*)	12 Kt to K 5
13 Q to Q B 2	13 P to Q 4
14 Kt to K 5	14 B to Q 2
15 P takes Q P	15 P takes P
16 Kt takes B	16 Q takes Kt
17 B to Q Kt 5	17 B to K 2
18 Kt takes Kt	18 K B P takes Kt
19 B to Q 2	19 R to K B 3
20 K R to Q B sq	20 R to K Kt 3
21 Q to Q sq	21 Q to Q B sq
22 Q to K sq	22 Kt to Q R 2 (*b*)
23 B to K 2	23 Kt to Q B 3
24 P to K R 3 (*c*)	24 Q takes P
25 Q to K B 2	25 B to K R 5
26 K to B sq (*d*)	26 B takes Q
27 P takes Q	27 B to K R 5

28 B to K Kt 4 (*e*)	28 K to B sq
29 R to Q B 5	29 Q R to Q sq
30 P to Q Kt 4	30 P takes Q Kt P
31 R P takes P	31 B to K 2
32 K R to Q B sq	32 B to Q 3 (*f*)
33 B to K sq	33 R to K R 3
34 Q R to Q B 2	34 Kt to K 2
35 P to Q Kt 5	35 P to K Kt 3 (*g*)
36 Q R takes Q B P (*h*)	36 B takes R
37 R takes B	37 Kt to K B 4
38 K to K 2	38 R to Q R
39 B to Q Kt 4 ch	39 K to K sq
40 R takes Q Kt P	40 R to Q R 7 ch
41 B to Q 2	41 Kt to Q 3
42 R to Q Kt 8 ch	42 K to K 2
43 K to Q sq	43 R to Q Kt 7
44 B to Q R 5 (*i*)	44 P to Kt 4 (*k*)
45 B to Q 8 ch	45 K to B 2
46 B takes K Kt P	46 R to K Kt 3
47 B to K R 5	47 R takes Q Kt P
48 R takes R	48 Kt takes R
49 P to K B 5	Resigns.

Notes (chiefly from Staunton).

(*a*) Mr Wyvill has certainly played the opening with excellent judgment.

(*b*) To Q sq is perhaps preferable.

(*c*) An extraordinary *lapsus* for such a player in such a contest.

(*d*) Quiet but effective.

(*e*) Having managed to escape the immediate danger which menaced him a moment since, White now plays capitally.

(*f*) Taking the Q Kt P would have availed him nothing, since White was sure to win either the Q Kt P or Q B P in return.

(*g*) Black never recovered the consequences of thus shutting up the Rook.

(*h*) Daring, but sound. The rest of the game is beautifully played by Mr Wyvill.

(*i*) The prelude to a masterly combination.

(*k*) This attempt to liberate his hapless Rook is quite unavailing. Taking the Q Kt P, with either R or Kt, would not have been much better; and if 44 R to K R 7, in order to clear his game by giving back the exchange, White's passed Pawn must win.

Game 93.

Select Reprints, No. XII.—Löwenthal's Morphy, p. 292.

(Philidor's Defence).

White (Mr Bird).	Black (Mr Morphy).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 P to Q 3
3 P to Q 4	3 P to K B 4
4 Kt to Q B 3 (*a*)	4 P takes K P

5 Q Kt takes K P	5 P to Q 4 (*b*)
6 Q Kt to K Kt 3	6 P to K 5
7 K Kt to K 5	7 Kt to K B 3
8 B to K Kt 5	8 B to Q 3
9 Q Kt to K R 5	9 Castles
10 Q to Q 2	10 Q to K sq (*c*)
11 P to K Kt 4 (*d*)	11 Kt takes Kt P
12 Kt takes Kt (*e*)	12 Q takes Kt
13 Kt to K 5	13 Kt to B 3
14 B to K 2	14 Q to R 6
15 Kt takes Kt	15 P takes Kt
16 B to K 3	16 Q R to Kt sq
17 Castles (Q R)	17 K R takes P (*f*)
18 B takes R	18 Q to Q R 6
19 P to B 3 (*g*)	19 Q takes R P
20 P to Kt 4	20 Q to R 8 ch
21 K to B 2	21 Q to R 5 ch
22 K to Kt 2	22 B takes Q Kt P
23 P takes B	23 R takes P ch
24 Q takes R	24 Q takes Q ch
25 K to B 2 (*h*)	25 P to K 6
26 B takes P	26 B to B 4 ch
27 R to Q 3	27 Q to B 5 ch
28 K to Q 2	28 Q to R 7 ch
29 K to Q sq	29 Q to Kt 8 ch
Resigns.	

Notes (partly from Löwenthal).

(*a*) Q P takes P, as given in all the books, is the proper play.

(*b*) This strikes us as somewhat rash on Mr Morphy's part. Suppose White, instead of retreating the Kt, and allowing the Pawns to be established, had replied with K Kt takes K P.

(*c*) Very fine counter-attack, winning at least a Pawn.

(*d*) Evidently a bad move and a mistake.

(*e*) Mr Löwenthal suggests Kt takes Kt P, but we doubt this.

(*f*) This and the next move are of a rare beauty. Some of the best judges consider this the most brilliant game in the Morphy collection.

(*g*) If 19 Q to K Kt 5, the reply is P to K 6, mating in three moves if White take the Pawn either with Q or B.

(*h*) K to R 2 would have given White a draw, if we are not mistaken; as would also K to B sq on his 22d move, but White evidently played to win.

*** Both the above games, with some others in our "Select Reprints," are included in Mr Bird's "Chess Masterpieces." We desire to say, therefore, that in all these cases the games had been selected by us before we had seen Mr Bird's book. Whenever we are indebted to it, the obligation will be scrupulously acknowledged. At the same time, we have pleasure in recommending the "Chess Masterpieces" as quite the best selection of the kind which has appeared in England or America. Mr Bird's brief notes are always to the point; and, on the present occasion, we have availed ourselves of them in two or three instances.

GAME 94.

The following game was played at the late meeting of the Counties' Chess Association, in the tie match for the first and second prizes of the first-class tournament between Mr Jenkin and the Rev. Professor Wayte.

(*Ruy Lopez*).

WHITE (Mr Jenkin).	BLACK (Rev. Prof. Wayte).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 P to Q R 3
4 B to R 4	4 Kt to B 3
5 Castles	5 P to Q 3 (*a*)
6 P to Q 3	6 B to Q 2
7 P to B 3	7 P to K Kt 3
8 P to K R 3	8 B to Kt 2 (*b*)
9 Kt to K R 2	9 Castles
10 B to K 3 (*c*)	10 Kt to K 2
11 B to Kt 3	11 B to B 3 (*d*)
12 P to K B 4	12 P takes P
13 Q B takes P	13 P to Q 4
14 B to Kt 5	14 Q to Q 3
15 B to B 4	15 Q to Q 2
16 P to K 5	16 Kt to R 4
17 P to Q 4	17 Kt takes B
18 R takes Kt	18 P to K B 3
19 P takes P	19 R takes P (*e*)
20 R takes R	20 B takes R
21 Kt to Q 2	21 R to K B sq
22 Q Kt to B 3	22 Q to Q 3
23 K Kt to Kt 4	23 B to Kt 2
24 Q to K 2 (*f*)	24 B to Kt 4
25 Q to Q 2	25 B to Q 2
26 K Kt to K 5	26 B to B sq
27 R to K sq	27 P to B 3
28 Q to K 2	28 K to R sq (*g*)
29 Kt to Kt 5	29 B takes Kt
30 Q takes B ch	30 Q takes Q
31 R takes Q	31 Kt to B 4
32 P to K Kt 4	32 Kt to Q 3
33 R to K 7	33 P to K R 3 (*h*)
34 R to R 7 ch	34 K to Kt sq
35 R takes R P	35 K to Kt 2
36 R to R 4 (*i*)	36 R to B 5
37 K to Kt 2	37 K to B 3
38 Kt to R 7 ch	38 K to Kt 2
39 K to Kt 3	39 R to K 5
40 Kt to Kt 5	40 R to K 7
41 K to B 4	41 R takes P

42 K to K 5	42 Kt to K sq
43 R to R 7 ch	43 K to Kt sq
44 K to B 4 (*j*)	44 R to Q 7
45 R to K 7 (*k*)	45 K to B sq
46 R to K 3	46 R to K B 7 ch
47 Kt to B 3	47 Kt to Q 3
48 P to K R 4	48 Kt to K 5
49 P to B 4	49 P takes P
50 B takes P	50 Kt to Q 7
51 B to Q 3	51 R takes Kt ch (*l*)
52 R takes R	52 Kt takes R
53 K takes Kt	53 K to Kt 2
54 K to B 4	54 K to B 3
55 P to Kt 5 ch	55 K to B 2
56 B to B 4 ch	56 K to B sq (*m*)
57 B to Q 3	57 K to B 2
58 K to K 5	58 B to Kt 5
59 K to Q 6	59 B to B 6
60 K to B 7	60 P to R 4
61 K to Kt 6	61 P to R 5
62 P to Q R 3	62 B to Q 4
63 B to B 2	63 B to Kt 6
64 B to K 4 (*n*)	64 B to Q 4
65 B takes B	65 P takes B
66 K takes P	66 K to K 3
67 K to B 6	Resigns.

Notes from the Field.

(*a*) Professor Wayte informs us that he prefers the present mode of defence on account of the counter-attack suggested by the *Schachzeitung* in answer to Kt takes P, which is recommended by all authorities, namely, supposing

5 Kt takes P
6 P to Q Kt 4
7 Kt takes P
6 P to Q 4

Now we can certainly see that there is some danger in taking the proffered B; but we fail to understand what harm can accrue to Black if he continue Kt takes Kt, followed early by B to Kt 2, or Q to R 5.

(*b*) White's last move was weak, and we believe that Black, not having yet castled, might have made preparations for an attack against the K side by P to K R 3, followed by P to K Kt 4.

(*c*) Again a lost move. He might have pushed the K B P at once, and then taken with the B as well as afterwards.

(*d*) Black's plan was to get support for pushing on the Q P. But as the B was sure to be blocked up at its present post, it was clearly better to oppose bishops at K 3, and then to retreat the Kt to Q 2 as early as possible, if White opened the K B file by P to K B 4.

(*e*) B takes P was superior. White would have been obliged sooner or later to lose a move with the R.

(*f*) Again loss of time, as the immediate sequel shows.

(*g*) The K ought to have been kept as near as possible to the other side, as it was evidently drawing close towards the ending game. Probably P to

Q Kt 4, in order to prevent the advance of the adverse Q B P to B 4, would have been more to the purpose.

(*h*) The sacrifice of the P is well conceived, and Black gets quite an equivalent in position.

(*i*) The R is there very badly placed, yet he had nothing better. Had he checked at R 7, the K would have moved to B 3; and as the Kt could then only be defended by P to K R 4, the K Kt P would have lost its support, and Black would have captured the latter with the B, obtaining the superior position.

(*j*) Professor Wayte justly points out here that P to Q B 4, at this juncture, would have been much stronger, and his next move was adopted chiefly for the purpose of preventing this advance.

(*k*) Had he now played P to Q B 4, Black would probably have replied R takes P ch, followed by R takes Q B P, coming out with three pawns ahead for the exchange.

(*l*) Too early. As the piece was already fixed, and he was sure of effecting the desired exchanges, he might have first played P to K Kt 4, with the view of holding the K back after the exchange, or else R to B 2, and in either case he would have gained an important move.

(*m*) White's last move was a loss of time, and Black might have now taken advantage of it to secure a draw at least, by interposing the B; for White must have exchanged in that case, and then it was easy enough to keep the balance with the superiority of pawns on the Q side against the adverse majority on the Q flank.

(*n*) The last part of the ending is well played by White, who now wins the game easily.

Game 95.

A fine game, played at the Cologne Chess Congress, between Herren Wemmers and Zukertort. From the *Field*.

(*Ruy Lopez.*)

White (Herr Wemmers).	Black (Herr Zukertort).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to Kt 5	3 Kt to B 3
4 P to Q 3	4 P to Q 3
5 B takes Kt ch	5 P takes B
6 P to K R 3	6 P to Kt 3
7 Kt to B 3	7 B to Kt 2
8 B to K 3	8 P to B 4
9 Q to Q 2	9 P to K R 3
10 Kt to K 2	10 R to Q Kt sq
11 P to B 4	11 Kt to Kt sq (*a*)
12 P to K Kt 4	12 Kt to K 2
13 Kt to B 3	13 Kt to B 3
14 P to Q Kt 3	14 Kt to Q 5
15 B takes Kt (*b*)	15 B P takes B
16 Kt to Q 5 (*c*)	16 P to Q B 3
17 Kt to Kt 4	17 Q to Kt 3
18 Kt to B 2	18 P to Q 4 (*d*)

19 K P takes P	19 P takes P
20 P takes P	20 B to Kt 2
21 Castles	21 Castles (*e*)
22 Q R to K sq (*f*)	22 K R to K sq
23 Kt to Kt 4	23 Q R to Q sq (*g*)
24 P to Kt 5	24 P to K R 4
25 Kt to R 4	25 P to Q R 4
26 Kt to B 2	26 B takes P
27 P to B 3	27 R to Q B sq
28 Q to B 2 (*h*)	28 B to K 3
29 K to Kt 2	29 R to B 6
30 Q to Q 2	30 Q to R 3
31 R to Q sq	31 Q to B sq (*i*)
32 R to B 2	32 B takes P ch
33 K to R 2	33 B to Q 2 (*j*)
34 Kt to R 3	34 P to R 5
35 Kt to B 4	35 P takes P
36 Kt to Q 6	36 Q to Kt sq
37 Kt to K 4 (*k*)	37 R to B 7
38 Q to K sq	38 R takes R ch (*l*)
39 Q takes R	39 B to Q B 3
40 R to Q Kt sq	40 P takes P
41 Q takes R P	41 Q to Q sq
42 R to K Kt sq	42 B takes Kt
43 B P takes B	43 Q to R sq
44 Q to Kt 3 (*m*)	44 R to Kt sq
45 Q to Q sq	45 Q to R 7 ch
46 R to Kt 2	46 Q to Kt 8
47 Q to B 3	47 Q to Q B 8
48 R to K B 2 (*n*)	48 Q takes P
49 Q takes P ch	49 K to R 2
50 Kt to B 3	50 Q to B 5 ch
51 Q takes Q	51 P takes Q
52 Kt to Kt 5 ch	52 K to Kt sq
53 K to R 3	53 R to Kt 4
54 Kt to K 6	54 P to Kt 4
55 K to R 2	55 K to B 2
56 Kt to Q 8 ch	56 K to K 2
57 Kt to B 6 ch	57 K to Q 2
58 R to Q B 2 (*o*)	58 P to Kt 5
Resigns.	

Notes.

(*a*) So far and up to the fifteenth move both sides follow the pattern of one of the games in the match between Steinitz and Zukertort, where the former introduced the retreat of the Kt for the defence. The object is to bring the Kt round to Q 5 by way of K 2 and Q B 3, and to keep free hand as regards Castling on either side. It also prepares for the strong advance of

the K B P at an early moment, and therefore compels the opponent to play P to K Kt 4, which weakens the latter's K wing.

(*b*) White is compelled to exchange, for if he retreated the Kt to R 2, the answer of Q to K R 5 would have seriously embarrassed his game. Black has therefore attained his object of shifting the Q B P to the Q file, and now he will be soon enabled, as will be seen, to undouble his pawns and get the better position.

(*c*) Inferior to Kt to K 2, but anyhow Black was bound to gain ground.

(*d*) Operating with energy and decision to heal the sore point of Black's game, and doubled pawns on the Q file.

(*e*) This was a necessary precaution, for if he captured the P at once, White's rejoinder was Kt takes K P, followed by R to K sq in case the B retook.

(*f*) Certainly not as good as playing the K R to the same square. It was altogether fallacious to speculate on a prospective attack by advancing the K B P.

(*g*) This fine move preserves the two bishops. Had he attacked the Kt at once, White would have answered Kt to B 6.

(*h*) It certainly threatens to take the Q P with the Kt in case Black plays the R to B 6 at once; but then it is only a temporary relief, and the Q is soon obliged to go back again. White's game was already extremely difficult. Kt to Q R 3 would have been answered by B to B sq; and K to Kt 2 was not feasible, on account of the rejoinder Q to Q sq.

(*i*) Black's last two moves were very fine, and are selected with studious care and precision.

(*j*) It will be observed at a later stage that the retreat of the B to this square is well conceived to prevent the adverse Kt from coming in at Kt 5.

(*k*) Obviously he could not take the R on account of the reply P to K 5 (dis ch) followed by P to K 6, and then accordingly by R to B 7, or P takes R, winning a piece in either case.

(*l*) R takes P was manifestly more expeditious, and would have left Black with three pawns ahead and an easy won game.

(*m*) White plays this part in a more feeble manner than is excusable by the bad position, and his difficulty to find an absolute good plan to save the game. Unquestionably he could more prolong the defence by Q to K 2, followed by Kt to B 3.

(*n*) The counter-attack is a desperate resource; but he had hardly anything satisfactory. Had he played the R to Kt 3, Black would have checked with the R at Kt 7, followed, on the Kt interposing, by B to B sq, &c.

(*o*) The Kt has no move, and consequently the R is also fixed, and there is no hindrance to the slow advance of the pawns.

Game 96.

We give the two next games, played at the Quebec Chess Congress, as specimens of Canadian Chess, rather than for their intrinsic merits.

(*French Defence*).

White (Mr J. White).	Black (Mr J. W. Shaw).
1 P to K 4	1 P to K 3
2 P to Q 4	2 P to Q 4
3 P takes P	3 P takes P
4 K Kt to B 3	4 B to K 2
5 B to Q 3	5 B to K Kt 5
6 B to K 3	6 K Kt to B 3
7 Q Kt to Q 2	7 Q Kt to Q 2

8	P to K R 3	B to R 4
9	P to Q B 3	P to Q B 4
10	B to Q Kt 5 (*a*)	P to Q R 3
11	B takes Kt	Kt takes B
12	Castles	P to Q Kt 3
13	Q to Q B sq	Q R to B sq
14	Kt to R 2	P to B 5 (*b*)
15	P to K B 4	B to K 7
16	R to K sq	B to Q 6
17	Q Kt to K B 3	Castles
18	Q to Q 2	R to K sq (*c*)
19	Kt to Kt 4	K to R sq (*d*)
20	Kt (Kt 4) to K 5	B to Kt 3
21	P to B 5	P to B 3
22	Kt takes B ch	P takes Kt
23	P takes P	Kt to B sq
24	Kt to R 4	P to B 4
25	Kt takes P	Kt takes P
26	Kt takes B	Q takes Kt
27	B to Kt 5	Q to Q 3
28	R takes R ch	R takes R
29	R to K sq (*e*)	R takes R ch
30	Q takes R	Q to Q 2
31	Q to B 2	Q to K 3
32	Q to K 3	Q takes Q (*f*)
33	B takes Q	K to Kt sq
34	K to B 2	K to B 2
35	K to Kt 3	Kt to K 2
36	K to B 4	K to K 3
37	P to K Kt 4	K to B 3
38	P to K R 4	Kt to Kt 3 ch
39	K to Kt 3	Kt to B sq
40	B to K Kt 5 ch	K to Kt 3
41	K to B 4	Kt to K 3 ch
42	K to K 5	Kt takes B
43	P takes Kt	K takes P
44	K takes P, and wins.	

Notes.

(*a*) The opening has been conducted in a somewhat eccentric fashion. At this point we should prefer Kt to B sq, to be followed by Kt to Kt 3; White does ill in giving up his B for the Kt.

(*b*) This Pawn we believe should be maintained *in statu quo* for the present.

(*c*) There does not appear much utility in this move, P to K B 4 would be better.

(*d*) This again is weak and objectless, and the next move is weaker still.

(*e*) By exchanging both Rooks White gives his opponent a far greater chance of a draw. He should play Q to Q sq for the check at R 5, and then R to K B sq.

(*f*) There was no immediate necessity to exchange Queens, and Black thereby throws away his only hope of a *rémise*.

GAME 97.

(*King's Gambit Refused*).

WHITE (Mr J. W. Shaw).	BLACK (Mr D. R. MacLeod).
1 P to K 4	1 P to K 4
2 P to K B 4	2 P to Q 4
3 P takes Q P	3 Q takes P
4 Q Kt to B 3	4 Q to K 3
5 B to K 2 (*a*)	5 Kt to K B 3
6 Kt to K B 3	6 Kt to Q B 3
7 Castles	7 B to B 4 ch
8 K to R sq	8 B to Q 2 (*b*)
9 P takes P	9 Kt to K Kt 5
10 P to Q 4	10 B to Q Kt 3
11 Kt to K Kt 5	11 Q to K 2
12 R takes P (*c*)	12 Kt to B 7 ch
13 R takes Kt	13 Castles (Q R)
14 Kt to Q 5	14 Q to K sq
15 Kt takes B ch	15 R P takes Kt
16 B to K 3 (*d*)	16 Kt to K 2
17 P to Q B 4 (*e*)	17 Kt to B 4
18 Q to Kt 3	18 Q to Kt 3 (*f*)
19 B to Q 3	19 K R to B sq
20 Q R to K B sq	20 P to R 3
21 Kt to B 3 (*g*)	21 Q to K sq
22 B takes Kt	22 B takes B
23 Kt to R 4	23 P to K Kt 3
24 Q to B 3	24 R to Kt sq
25 Kt takes B	25 P takes Kt
26 R takes P	26 Q to Kt 3
27 R (B 5) to B 2	27 P to R 4
28 Q to B 2	28 Q to Kt 2
29 Q to B 5 ch	29 K to Kt sq
30 P to K 6	30 R (Q sq) to K B sq
31 Q to R 3 (*h*)	31 R to K sq
32 P to Q 5	32 Q to Kt 3
33 R to B 7	33 Q to K 5

34 P to Q Kt 3, and White ultimately won.

Notes.

(*a*) Too tame; Kt to B 3 may, we believe, be played here with advantage.

(*b*) This loses the game, P to K 5 was the proper move.

(*c*) Good enough, but as it allowed Black to get a little breathing time from the attack, Kt to Q 5 would be still better.

(*d*) He should have played P to K 6 here, for if the B takes it, Kt takes B, and Black cannot retake without losing his Queen.

(*e*) Now that his Rook is guarded, there is no reason why White should not win the exchange by Kt to B 7, *e.g.*:—

17 Kt to B 7	17 Kt to B 4
18 Kt takes K R	18 Kt takes B
19 Q to Q 3	19 Kt to Kt 5 (best)
20 R to B 4	20 Kt to R 3
21 Q R to K B sq	21 Q takes Kt
22 Q to Q R 3	22 B to B 4
23 P to K Kt 4	23 B takes B P
24 R to B 8, and wins.	

(*f*) This loses another piece, but White generously refuses to take advantage of the blunder.

(*g*) He ought of course to have played P to K 6.

(*h*) Q takes R ch would be, we should think, more to the purpose than this senseless retreat. The play on both sides in this game is very weak.

GAME 98.

Played at the St. George's Chess Club, May 21st, 1877.

(*Bishop's Opening*).

WHITE (Mr Puller).	BLACK (Mr Minchin).
1 P to K 4	1 P to K 4
2 B to B 4	2 K Kt to B 3
3 P to Q 3	3 P to Q B 3
4 Kt to K B 3	4 P to Q 4
5 B to Kt 3	5 B to Q 3
6 B to Kt 5	6 B to K 3
7 Q Kt to Q 2	7 Q Kt to Q 2
8 P to K R 3	8 Q to Q Kt 3
9 Q to K 2	9 P to Q R 4
10 B to K 3 (*a*)	10 P to Q 5
11 B takes B	11 P takes B
12 Kt to Q B 4	12 Q to Q B 4 (*b*)
13 B takes P	13 P takes B
14 P to K 5	14 Q to Kt 5 ch
15 K to Q sq (*c*)	15 Castles (K R)
16 P takes B	16 Q R to K sq
17 Kt takes Q P	17 P to K 4
18 Kt to B 5	18 Kt to Q 4
19 Q to Kt 4 (*d*)	19 P to K Kt 3
20 Kt to R 6 ch	20 K to Kt 2
21 Q takes Kt ch	21 K takes Kt
22 P to Q R 3	22 Q to B 4
23 P to K B 3	23 P to Q Kt 4
24 Kt to K 2	24 Kt to K 6 ch
25 K to K 2	25 Kt to B 4 (*e*)
26 Kt to K 4	26 Q takes P ch
27 K to K sq	27 Kt to Q 5
28 K to B sq	28 Q takes P ch (*f*)
29 K to Kt sq	29 Q to K 6 ch
30 K to K 2	30 Q to B 5 ch
31 Kt to Kt 3 (*g*)	31 Kt to B 4
32 Q takes P	32 Kt takes Kt (*h*)

33 K R to K sq	33 Kt to K 7 disch (*i*)
34 K to R sq	34 Kt to Q 5
35 Q to Q 5	35 Q to K B 2 (*j*)
36 R takes P	36 R takes R
37 Q takes R	37 Q to K B 5
38 R to K sq	38 P to Q Kt 5 (*k*)
39 Q takes Q	39 R takes Q
40 P to Q 7	40 Kt to B 3
41 R to K 8	41 P takes P
42 P takes P	42 R to Q 5
43 R to B 8	43 R takes P
44 R takes Kt	44 R to Q 6
45 K to R 2	45 R takes R P
46 P to R 4	46 R to R 8
47 K to R 3 (*l*)	47 P to R 5
48 R to B 7	48 R to R 8 ch (*m*)
49 K to Kt 4	49 P to R 6
50 R to R 7	50 R to Q R 8
51 K to B 4	51 P to R 7
52 P to Kt 4	52 P to Kt 4 ch
53 P takes P ch (*n*)	53 K to Kt 3
54 R to R 6 ch	54 K to Kt 2
55 K to B 5	55 R to K B 8
56 R to R 7 ch	56 K to Kt sq
57 R takes P	57 R takes P ch
58 K to K 4	58 R to B 2
59 R to R 6	59 K to Kt 2
60 K to K 5	60 R to B 8

And the game is drawn.

Notes.

(*a*) A well conceived manœuvre for extricating himself from a somewhat embarrassing situation.

(*b*) He ought rather to have checked with the B (for if P interposes, P takes P), and afterwards retired Q to B 2.

(*c*) P to Q B 3, followed by Kt takes B ch, and Castles (K R,) would, we believe, be stronger play.

(*d*) The stroke and counter-stroke just here are particularly interesting.

(*e*) Much better than taking either Pawn.

(*f*) Herr Zukertort pointed out a beautiful variation by which Black could here win by force:—

	28 R takes P ch.
29 K to Kt sq (best)	29 Kt to K 7 ch
30 K to R 2	30 Kt to B 5 (a beautiful move).
31 Q to Kt 4	31 R takes R P ch
32 K to Kt sq	32 Kt to K 7 ch
33 K to B 2	33 R to K B ch, and wins.

(*g*) 31 K to Kt sq was of course better, but it would have left Black a winning position.

(*h*)	32 Q takes Kt ch
33 K to Kt sq	33 Kt to R 5 wins easily; but Kt takes Kt is good enough, if correctly followed up.

(*i*) Instead of this move, Black should have played

	33 R to Q B sq
34 Q to Q 5	34 R to Q B 7, and White cannot

save the game.

(*j*) We prefer Q to Kt 6, threatening Kt takes B P.

(*k*) Changing Queens before this advance might be better.

(*l*) An error, the King should stay where he is, and the Rook should go to B 7 at once.

(*m*) It would be better to play on the R P, for if White then were tempted to advance his P to Kt 4, he would lose the game.

(*n*) Mr Puller here makes a slip in his turn: as was afterwards pointed out, he had here an easy mate in three moves.

Game 99.

In publishing this game, played in 1874 at the Divan, we are requested by Mr Gossip to state that Mr Hoffer won a slight majority in the total score.

(*Allgaier*).

White (Mr G. H. D. Gossip).	Black (Herr Hoffer).
1 P to K 4	1 P to K 4
2 P to K B 4	2 P takes P
3 Kt to K B 3	3 P to K Kt 4
4 P to K R 4	4 P to Kt 5
5 Kt to K 5	5 P to K R 4 (*a*)
6 B to Q B 4	6 R to K R 2
7 P to Q 4	7 P to Q 3
8 B takes P ch	8 R takes B
9 Kt takes R	9 K takes Kt
10 B takes P	10 B to K 2 (*b*)
11 Castles	11 K to Kt 3
12 P to K Kt 3	12 Kt to K B 3
13 Kt to Q B 3	13 Kt to Q B 3
14 Q to Q 2	14 P to Q 4
15 Q R to K sq (*c*)	15 P takes P
16 P to Q 5	16 Kt to Q Kt 5
17 Kt takes P	17 Q takes P (*d*)
18 Kt takes Kt	18 B takes Kt
19 Q takes Kt	19 B to K B 4 (*e*)
20 Q R to Q sq	20 Q to B 3
21 P to B 3	21 R to K sq
22 Q R to K sq	22 B to K 5
23 K R to K B 2 (*f*)	23 B to B 6
24 B to K 3 (*g*)	24 R to K 3 (*h*)
25 Q to K B 8	25 B to K Kt 2
26 Q to Q Kt 4	26 B to K 4
27 K to R 2	27 B to Q 3
28 Q to Q 4	28 P to Q Kt 3 (*i*)
29 Q to K R 8	29 R takes B
30 Q to K Kt 8 ch	30 K to R 3
31 Q to Kt 5 ch	31 K to R 2

32 R takes R	32 Q to Q B 4
33 Q takes Q	33 B takes Q
34 K R takes Q B	34 P takes R
35 R takes P, and wins.	

Notes.

(*a*) This form of defence, even when accompanied, as it ought to be, by Q to K B 3 at move 7, is now considered inferior to B to Kt 2 or Kt to K B 3.

(*b*) Kolisch gives B to R 3 as the best continuation.

(*c*) We should rather have played the P to K 5

(*d*) In his anxiety to force an exchange of Queens, Black here loses a piece; Q Kt takes Kt was of course the proper move.

(*e*) P to Q Kt 3, in order to develop the B at Kt 2, would now be stronger but for its allowing White to exchange Queens.

(*f*) We should much prefer R to K 3, with a view to doubling the Rooks.

(*g*) A weak move; he ought certainly to have taken the R, and then played his Q to Q B 4.

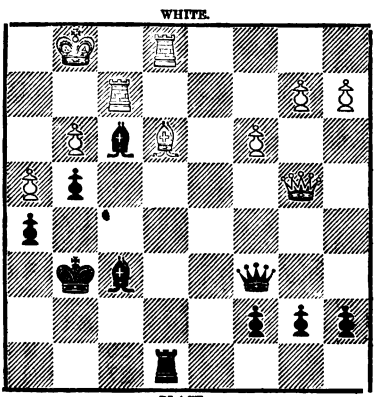
(*h*) R to K 5 looks more promising, and would apparently enable Black to win the game, *e.g.*:—

24 R to K 5	
25 Q to B 8, or *	25 B to Kt 2
26 Q to Q 8 (best)	26 Q to K 3
27 Q to Kt 5 ch	27 K to R 2
28 Q takes P ch	28 B to R 3
29 R takes B (best)	29 P takes R
30 Q takes P	30 R takes B
31 R takes R	31 Q takes R ch
32 Q takes Q	32 B takes Q ch

and Black must win.

* 25 Q to Kt 3	25 Q to K sq
26 Q to B 2	26 K to B 2
27 Q to Q 2	27 Q to K 4
28 K to R 2	28 B takes R P
29 B to B 4	29 R takes R, and wins.

The position after White's 24th move is so interesting, that we give a diagram of it:—



(*i*) Instead of this feeble move he should have played Q to K sq, which would have kept up the attack, and prevented the fatal entry of the adverse Queen into his game.

CHESS INTELLIGENCE.

*** SECRETARIES OF CLUBS AND OTHERS *are invited to assist us in making our record of the month's doings as complete as possible.*

La Stratégie announces that successful progress has been made in the arrangements for the Grand International Tourney, which is to take place in connection with the Paris Exhibition of 1878. As was the case in 1867, the State has promised a prize. In the next number, the editor hopes to publish the programme, and the names of the Committee.

The same journal contains the award of the judges in its suicidal problem tourney—1st prize, Motto, "En avant;" 2d prize, "Y gwir yu erbyn y byd." The two following sets receive honourable mention, "There's a time for all things," No. 2; and "Nunc Dimittis," No. 3. The names of the winners were to be disclosed on October 21st.

La Nuova Rivista for October opens with a biography of Herr Steinitz. In support of its former pressing appeal for subscriptions to enable Signor Dubois to bring out the third volume of his work on the openings (two volumes having been already issued), it gives, as a specimen of the work, a portion of Sig. D.'s analysis of the Neumann defence to the Allgaier gambit.

The *Schachzeitung* contains in its last two numbers an article by Herr Berger reviewing the present progress made in problem composition, and commenting somewhat severely on the manner in which certain problem tourneys have lately been conducted in America. The subject is a legitimate one for criticism, provided it be in the proper spirit, and when space permits, we may perhaps take it up. There is also in the September number an interesting analysis of the new defence Kt to K B 3 at move 4 of the Scotch gambit by Dr. Schmidt of Moscow, together with several fine games played at the Leipsic and Cologne Congresses.

From America we hear that the prize winners in the *Hartford Globe* problem tourney are, the Rev. L. W. Mudge, and Messrs. B. S. Wash, F. W. Martindale, R. H. Seymour, and X. Hawkins.

A PHOTOGRAPHIC CHESS-BOARD.—One of our team proposed that a photographic chess-board should be issued representing the 56 players in the International Chess Contest, and the remaining eight squares to be filled up with the portraits of prominent players or composers on each side of the Atlantic. We mentioned this good idea to the chess editor of *The Hartford Times*. It is approved of. The American photographs are expected here very shortly, so the British players are requested to send in theirs soon. The idea may be carried out before Christmas.—*Glasgow News of the Week.*

Mr S. Loyd has started a Chess column in the supplement of the *Scientific American*, which, besides games and problems, contains portraits and notices biographical of principal American players and problemists. We wish him, what we are sure he will attain—great success.

CHESS IN CANADA.—The Sixth Annual Congress of the Dominion Chess Association took place on 28th August and following days at Quebec. The

meeting created much interest, and there was a large attendance of the citizens to watch the proceedings. The Clubs of Montreal and Quebec only were represented, the distance being too great for the representatives of Clubs from the province of Ontario. Seven prizes were competed for as follows:—First, 30 dols.; second, 20 dols.; third, 15 dols.; fourth, 10 dols.; fifth, a gold medal; sixth, a set of chessmen and board; seventh, a meerschaum pipe. There were 11 entries, the first four representing Montreal, the remainder Quebec, and after a severe contest, Dr. Howe came to the fore, with Mr Sanderson close behind him, and Mr Holt a good third, as will be seen by the appended score. Elsewhere will be found two of the games played.

H. A. Howe,	...	Total	8½	E. T. Fletcher,	...	Total	4
E. Sanderson,	...	...	8	W. H. Hicks,	...	...	3½
E. B. Holt,	...	...	7½	E. Pope, ...	...	...	3½
J. White,	...	...	6½	D. R. MacLeod,	..	...	3
J. Henderson,	...	...	5½	C. D. Bradley,	...	...	½
J. W. Shaw,	...	...	4½				

Prof. Hicks was unable to play the majority of his games, and these were scored against him, according to one of the bye-laws.

From the *Adelaide Observer* we learn that on July 14th the third annual encounter between Melbourne and Geelong came off at the latter place, Melbourne winning by 25 games to 8 and 6 draws.

In Hobart Town (Ta.) the new weekly, the *Tasmanian Mail*, has initiated the first Chess column in the island. The first number opens with a good and well annotated local game.

In New Zealand chess is progressing rapidly. In Auckland the silver cup offered by Mr Aitken for competition among the chess players in the islands was won by Mr James Morton. The Mayor presided at the public ceremony on July 10th, when the cup was handed to the winner. The original contest was between Auckland and Dunedin, 12 players a side. Mr Morton has been hailed the champion of New Zealand, but while Mr C. Benbow remains in Wellington we think this announcement premature. We hear that Mr Benbow has challenged Mr Morton to a match by correspondence. In Wellington the tournament amongst 32 competitors resulted in the first prize falling to Mr Hullett. There is a local match in progress, Town *v.* Civil Service, the latest score showing 22 wins for the latter, to 16 losses. Mr Benbow is playing a match of three games by correspondence with Mr H. Hookham, of Canterbury. In Christchurch the handicap tourney created great interest. There are now three Chess columns in New Zealand, viz., the *Weekly News* (Auckland), *New Zealand Mail* (Wellington), and the *Canterbury Times* (Christchurch).

We have nothing of interest to record from any of the London Chess Clubs, except that the West End Club is unhappily defunct. We have not heard the reason, and shall be much obliged if Metropolitan Club Secretaries will send us from time to time a little more information as to their proceedings.

The Committee of the Bristol and Clifton Chess Association, which holds its meetings at the Fine Arts Academy, have issued their annual report, showing the society to have maintained their prosperous condition. The visit of Herr Zukertort, and his performances of playing twelve games simultaneously blindfold on one occasion, and then on two other days

respectively sixty games and fifty games simultaneously over the board, are mentioned with remarks complimentary to the performer. The tournament for the prize of a silver cup given by the president, the Rev. J. Greene, M.A., was won last season for the second time by Mr Thorold, who therefore becomes the owner according to the rules. The first prize in the club handicap, for which eighteen members had entered, was won by the president, who was placed in the first class, which had to give odds to all the other classes. The society numbers now over seventy members, who display an active interest in the game.—*The Field.*

Mr Thorold informs us that he has been playing two friendly matches with Mr Fisher, each for a stake of £1, on the following conditions. The winner in each match was to gain the majority out of 15 games, 5 even, 5 at P and move, and 5 at P and two, a game of each kind to be played in rotation. The result was that Mr Thorold won the first match off hand by 8 to 0, with no draws, and the second by 8 to 1, with one draw. Mr Thorold has also commenced another match of 11 games up (giving Q Kt) with Miss Rudge. The score stands, Miss R., 1; Mr T., 3; drawn, 0.

CHESS IN HULL.—The members of the Church Institute Chess and Draughts Club commenced their winter campaign on the 11th inst., with a chess match between teams selected by the President (Mr Joseph Holmes) and the Secretary (Mr J. T. Palmer). The players were selected alternately, in the following order, each pair contesting two games:—

PRESIDENT'S TEAM.			SECRETARY'S TEAM.	
Won.		Drawn.		Won.
0	J. Holmes, ...	1	J. T. Palmer, ...	1
2	G. W. Farrow, ...	0	R. H. Philip, ...	0
1	R. Morris, ...	1	J. Crake, ...	0
1	J. N. Mortson, ...	1	D. Little, ...	0
0	E. G. Eeles, ...	0	J. Jacobsen, ...	2
2	H. Hildyard, ...	0	B. W. Ward, ...	0
1	J. Martin, ...	0	G. Ward, ...	1
1	J. Willis, ...	0	A. Jacobsen, ...	1
8		3		5

The president was therefore victorious, with a majority of three games. There was not sufficient time for the second games between Messrs Holmes and Palmer and Morris and Crake to be contested, so they were accordingly registered as draws.—*Amateur World.*

The Hull Church Institute Chess Club has made arrangements to have two tournaments during the approaching winter. A first-class one for the chess championship of the Institute for 1878, and also one for second-class players.

The above Club has invited the Newcastle and Gateshead Club to play a friendly match of two games by correspondence.

From the annual report of the Grimsby and District Chess Club, we learn that the Club numbers 43 members, and has a balance in hand of £5. An analysis of matches played shows 3 won, 1 drawn, and 1 lost; Mr J. Parker being the best scorer for the year. A correspondence match for a 25s. set of chess-men is now going on between this Club and that of Grantham.

It is proposed to form a British Problem Association, having for its objects the establishment of annual problem and solution tourneys, with suitable prizes, and also the formulation of a problem code for the guidance of tourney competitors and judges. The idea is a good one, and we are glad to hear that several eminent problemists have already given in their adhesion to it.

NOTICES TO CORRESPONDENTS.

E. T., Bath; T. C. Y., Birmingham; G. W. S., Dublin; M. B., Hackney; F. F., Bury St. Edmonds; and hon. secs. of Bristol and Newcastle Chess Clubs. Your games and communications received with thanks.

F. E. P. If R takes R, Black replies B to K 2.

S. A. S., Eton. Thanks for the problem; we hope to publish it soon.

*** Two fairly strong amateurs would be glad to consult in a game by correspondence against one or two good players. Address, J. H. M. and W. L. B., 49 High Street, Hampstead, N.W.

SOLUTIONS TO PROBLEMS.

	WHITE.	BLACK.
No. LXXIII.—	1 Q to B 7	
No. LXXIV.—	1 B to Q sq	1 K moves
	2 B to Q B 2	2 Anything
	3 Q or B mates	
		1 P to Kt 6
	2 Q to B 3	2 Anything
	3 Q or B mates	
No. LXXV.—	1 B to Q 4	1 K takes P
	2 R takes P ch	2 K moves
	3 Kt mates	
No. LXXVI.—	1 B to Q 5 ch	1 K takes B
	2 Kt to K 7 ch	2 K moves
	3 Q mates	
No. LXXVII.—	1 B to Q B 6	1 K to R 3
	2 R to B 8	2 K moves
	3 R mates	
No. LXXVIII.—	1 B to R sq	
No. LXXIX.—	1 Q to Kt 5	1 Kt takes Q
	2 K to B 7	2 Anything
	3 Kt, B or P mates	
No. LXXX.—	1 Kt to R sq	1 B moves
	2 B to B 5 ch	2 Kt takes B
	3 Q to Kt 2 ch	3 K takes Kt
	4 Q mates	
		2 K to Q 4
	3 Q to B sq	3 Anything
	4 Q mates	

CORRECT SOLUTIONS.—F. W. Davis has solved No. 73; Emile Frau, 73, 75, 77, 78; W. Johnston, 73, 74, 76, 77, 78; "Zeus," 73, 74, 75, 76, 77, 78; "Cant," 73, 74, 75, 76, 77, 78, 79, 80.

We shall be glad to acknowledge any Solutions of Problems which we may receive before the 20th of each month.

PROBLEMS.

Under the supervision of JOHN CRUM, 16 *Bothwell Street, Glasgow, to whom all Communications connected with Problems, Solutions, &c., should be addressed.*

No. 81.—First Prize Problem
in the "Lebanon Herald" Tourney.
By W. A. SHINKMAN.

BLACK.

WHITE.

White to play and mate in two moves.

No. 82.—Second Prize Problem
in the "Lebanon Herald" Tourney.
By the late R. B. WORMALD.

BLACK.

WHITE.

White to play and mate in two moves.

No. 83.—Third Prize Problem
in the "Lebanon Herald" Tourney.
By C. M. BAXTER.

BLACK.

WHITE.

White to play and mate in two moves.

No. 84.—By H. BLANCHARD.

BLACK.

WHITE.

White to play and mate in three moves.

No. 85.—By W. T. Pierce.

BLACK

WHITE.

White to play and mate in four moves.

No. 86.—From the "Field."
By G. E. Barbier.

BLACK.

WHITE.

White to play and mate in four moves.

No. 87.—By H. F. L. Meyer.

BLACK.

WHITE.

White to play and mate in five moves.

No. 88.—H. Meyer's Monogram.
By C. A. Gilberg.

BLACK.

WHITE.

Either White or Black to play, first, and mate or force self-mate in two moves.

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PROBLEM
BY
S. LOYD.

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WHITE.

White to play and mate in three moves.

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*** *All communications for this Magazine to be addressed to the* Rev. C. E. RANKEN, *St Ronan's, Malvern, Worcestershire, except those for the Problem department, which should be sent to J. Crum, Esq.*, 16 *Bothwell St., Glasgow. Games and Problems should be sent as early in the month as possible, in order to secure attention, and other matter not later than the 20th.*

The Chess Player's Chronicle.

1st DECEMBER, 1877.

NOTES AND QUERIES ON THE CHESS OPENINGS.

No. I.

BY THE EDITOR.

WE purpose under this title to give from time to time short articles upon moves and variations not noticed, or but cursorily mentioned in the books. We do not intend these to assume so much the form of set analysis, in which definite opinions are pronounced on the consequences of certain methods of play, as that of light sketches throwing out suggestions and enquiries, and we invite from our friends any critiques upon these suggestions, or answers to the enquiries that they may be disposed to make. We shall also be very glad to receive, with a view to publication, original articles, or brief notes and queries of a like nature.

THE EVANS GAMBIT.

Have any of our readers tried the effect of playing B to Q 2 for the 7th move of the defence in this favourite opening? We do not remember seeing it mentioned in any of the books, and we first made its acquaintance in a correspondence game, wherein having the attack, after encountering this move, we got decidedly the worst of the position. This of course might be owing to our want of skill, but we venture to think, from our experience in several subsequent games, that the move in question, if not a strong one, at any rate deserves serious notice, since it is not at all easy to discover the way to take advantage of it. However, our readers shall now judge for themselves, and some of them, we hope, will give us by-and-bye their opinions as to its merits.

WHITE	BLACK
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes Kt P
5 P to Q B 3	5 B to R 4
6 Castles	6 P to Q 3
7 P to Q 4	7 B to Q 2

The natural course for White to take seems now Q to Q Kt 3; let us try this first.

8 Q to Kt 3	8 Q to K 2 (best)

If White here captures the Q Kt P, he loses a piece by Black's playing R to Q Kt sq, and R to Kt 3, and if he advances P to Q 5, the Kt retreats to Q sq.

9 P takes P	9 P takes P
10 R to Q sq, (threatening to take B P ch, &c.)	10 R to Q sq
11 B to R 3	11 Q to B 3
12 Kt to Kt 5	12 Kt to R 3

And how is White to continue the attack? He has, it is true, prevented Black from Castling for the moment, but his own Kt must now retreat, or he must support it by P to R 4, whereupon Black brings his B to Kt 3, followed presently by Kt to K 2 and Castles, after which he appears to be out of danger.

Let us now try another mode of attack—

8 P takes P	8 P takes P
9 Kt to Kt 5	9 Kt to R 3
10 Q to Q 5	10 Q to K 2 (best)

This is preferable to Castling, the result of which may be shown thus, 10 $\frac{\text{——}}{\text{Castles,}}$ 11 $\frac{\text{P to R 4, threatening B to R 3.}}{\text{B to Kt 5.}}$ Can he do better? 12 $\frac{\text{B to R 3,}}{\text{——}}$ and White must win a Pawn or the exchange.

11 P to B 4	11 B to Kt 3 ch
12 K to R sq	12 P takes P

13 B to R 3 (best), for if instead White take P with Rook, Black replies with Kt to K 4.

	13 Q to K 4
14 Kt takes P	14 Q takes Q
15 P takes Q	15 Kt takes Kt (best)
16 P takes Kt	16 B takes P
17 R takes P	17 Kt to K 4

and Black has the advantage.

Thirdly, suppose White to play, instead of Q to Q 5 at move 10,

10 Q to R 5	10 Q to B 3 (best)
11 P to B 4	11 B to Kt 3 ch
12 K to R sq	12 Q to Kt 3

This is much better for Black than 12 B to K Kt 5, which could be answered by B takes P ch.

13 Q to R 4	13 Castles (Q R)

and again Black appears to have got into safe quarters.

There are of course several other methods of play which White may adopt in reply to 7 B to Q 2, but these will be sufficient to indicate the nature of this defence, and the difficulty, as we think, of maintaining any satisfactory attack against it. Should White, instead of a direct assault, prefer to play a waiting game by making such moves as 8 K to R sq or P to Q R 4, Black's best answer apparently is B to Kt 3, or Q to K 2. For the consequences of his playing Kt to B 3 at this point, see the specimen game with which we conclude our article.

Finally, we may observe that, as the simplest move is often the best, perhaps after all 8 $\frac{\text{P to Q 5,}}{\text{Q Kt to K 2,}}$ 9 $\frac{\text{Q to Kt 3,}}{\text{Kt to K B 3,}}$ 10 $\frac{\text{Q Kt to Q 2, \&c.,}}{}$ may yield White the most solid, though not the most showy attack. Will any of our readers investigate this suggestion?

SPECIMEN GAME.

Played by correspondence between Rev. C. E. Ranken (White) and Rev. T. C. Sanders (Black).

WHITE	BLACK
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes Kt P
5 P to B 3	5 B to R 4
6 Castles	6 P to Q 3
7 P to Q 4	7 B to Q 2
8 P to Q R 4	8 Kt to K B 3 (*a*)
9 P takes P	9 Q Kt takes P
10 Kt takes Kt	10 P takes Kt
11 Q to Kt 3	11 Castles
12 B to R 3	12 Kt takes P
13 B takes R	13 Q takes B
14 B takes P ch	14 K to R sq (*b*)
15 Q takes P	15 Kt to B 4
16 Q to Q 5	16 R to Q sq (*c*)
17 Q takes P	17 Q takes B

18 Q takes Kt	18 B to Kt 3
19 Q to K Kt 5	19 R to K B sq
20 Kt to Q 2 (*d*)	20 B takes P ch
21 K to R sq	21 P to K R 3 (*e*)
22 Q to K 5	22 R to K sq
23 Q takes B P	23 R to K 7
24 Kt to B 3	24 Q to K sq (*f*)
25 Q R to Q sq	Resigns.

Notes.

(*a*) Black should play, as we pointed out above, Q to K 2. He would, however, have remained with two Pawns to compensate the loss of the exchange, had he not gone astray at his next move, where he ought to have retaken with P instead of Kt.

(*b*) Q takes B at once was better.

(*c*) He could hardly have saved the Pawn eventually, and White's pieces being undeveloped, it was politic to bring his own into rapid action.

(*d*) Intentionally giving up the Pawn for the same reason as just stated, and knowing that it must lead to an exchange of pieces.

(*e*) We prefer B to B 3. If White then play Kt to B 3, Q takes Kt.

(*f*) Fatal; the Q should go to K 3.

Game 100.

Select Reprints, No. XIII.—Staunton's Companion, p. 217.

(Evans' Gambit).

White (Mr Staunton).	Black (Mr Cochrane).
1 P to K 4	1 P to K 4
2 K Kt to B 3	2 Q Kt to B 3
3 B to Q B 4	3 B to Q B 4
4 P to Q Kt 4	4 B takes Kt P
5 P to Q B 3	5 B to R 4
6 Castles	6 B to Kt 3
7 P to Q 4	7 P takes P
8 Kt takes P (*a*)	8 B takes Kt
9 P takes B	9 P to Q 3
10 P to K B 4	10 Kt to B 3
11 P to K 5	11 Q P takes P
12 K B P takes P	12 Kt to Q 4
13 B to R 3	13 B to K 3
14 Q to Q 3	14 Q Kt to K 2
15 Kt to Q 2	15 Castles
16 Kt to K 4	16 P to K R 3
17 K B takes Kt	17 B takes B
18 Kt to K B 6 ch (*b*)	18 P takes Kt
19 B takes Kt	19 Q takes B
20 Q to K Kt 3 ch (*c*)	20 K to R 2 (*d*)
21 P takes P	21 R to K Kt sq

22 P takes Q	22 R takes Q
23 P takes R	23 R to K sq
24 Q R to K sq	24 B to K 3
25 R to K 5 (*e*), and wins.	

Notes (from Staunton, revised).

(*a*) Staunton was undoubtedly original in his openings, but his present venture is hardly to be recommended. Black, of course, ought not to have taken the Kt.

(*b*) Some nicety was demanded here in the order of the moves. If White had taken the Kt before giving this check, his adversary might have retorted by taking his Kt, and then have managed to escape.

(*c*) At this moment, again, it was indispensably necessary to check before taking the Pawn, or Black could have frustrated the attack by Q to K 5.

(*d*) If to R sq, White would have taken the doubled P with his R.

(*e*) The attack up to this point is a brilliant example of Staunton's power of combination in the middle game; but we should have liked to see the remaining moves. By now playing P to Q B 3, Black might have made sure of the advanced Pawn; and then it is not at all clear that White could win.

Game 101.

Select Reprints, No. XIV.—Staunton's Companion, p. 277.

(Queen's Gambit refused).

White (Mr Staunton).	Black (Mr Cochrane).
1 P to Q 4	1 P to Q 4
2 P to Q B 4	2 P to Q B 3 (*a*)
3 Kt to Q B 3	3 Kt to K B 3
4 Kt to B 3	4 P takes P
5 P to K 4	5 P to Q Kt 4
6 B to K Kt 5	6 P to Kt 5
7 B takes Kt (*b*)	7 P takes Kt
8 B to K 5	8 P to K B 3
9 B takes Q Kt	9 P takes Q Kt P
10 Q R to Kt sq	10 Q to R 4 ch
11 Kt to Q 2	11 R takes B
12 B takes P	12 Q to Q B 6
13 Q to K R 5 ch (*c*)	13 K to Q sq
14 Q to K B 3	14 Q takes Q (*d*)
15 P takes Q	15 P to K 3
16 B to Q Kt 3	16 P to Q R 4
17 K to K 2	17 P to K Kt 3
18 K to Q 3	18 B to K R 3
19 K to Q B 2	19 Q R to Q Kt 5
20 Kt to Q B 4	20 P to Q R 5
21 K to Q B 3	21 B to B sq (*e*)
22 B to Q B 2	22 R takes Kt (*f*)
23 K takes R	23 P to Q R 6
24 P to K B 4	24 K to Q 2
25 P to K R 4	25 Q B to R 3 ch

26 K to Q B 3	26 K B to K 2
27 B to Q Kt 3	27 R to Q Kt sq
28 K to B 2	28 B to Q Kt 5
29 P to K R 5	29 P to K Kt 4
30 P to K B 5	30 P takes P
31 P takes P	31 B to K 7
32 K R to K 3	32 B to K Kt 5
33 B to K 6 ch	33 K to Q 3
34 R to Q Kt 3	34 R to Q Kt 4
35 P to K B 3	35 B to K R 6
36 Q R to K R sq	36 P to K Kt 5 (*g*)
37 P takes P (*h*)	37 B to K Kt 7
38 Q R to Q sq	38 B to K 5 ch
39 Q R to Q 3	39 K B to Q B 6 (*i*)

And White cannot save the game.

Notes (from Staunton, revised).

(*a*) Not so good a move as P to K 3, since it retards the activity of Black's Q Kt.

(*b*) Staunton remarks that this move was hastily played; but, in truth, the error of his opening began earlier. He should have played 4 P to K 3 instead of allowing Black to support the Gambit Pawn after capturing.

(*c*) Intending Q to Q B 5, if Black does not move his King.

(*d*) If Q takes Q P, White would have Castled, with a dangerous attack, on the open Q file.

(*e*) The attack and counter-attack render this part of the game amusing enough.

(*f*) This enables Black to sustain his formidable Pawn, and is quite characteristic of Mr Cochrane's dashing style.

(*g*) If 35 B takes R P, he would not only have lost the K R P in return, but his last chance of getting the Q B into a threatening position.

(*h*) Letting in the enemy, and losing the game at once. R to K Kt sq would have effectually imprisoned the Bishop, which must then have fallen.

(*i*) A remarkable and masterly stroke of play, which we commend to the reader's studious consideration. Whatever White does, Mr Cochrane must now queen his Pawn.

Game 102.

(*From the Cleveland Voice*).

Played in the Cigar Divan, between W. Sonneborn and J. H. Zukertort. From a large and valuable collection of games in MS. (7500) in possession of W. Sonneborn, Esq.,—per favour of Mr G. B. Fraser. The notes are by Mr A. P. Barnes of New York.

(*Evans' Gambit*).

White (W. Sonneborn).	Black (J. H. Zukertort).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4

4	P to Q Kt 4	B takes P
5	P to Q B 3	B to Q R 4
6	P to Q 4	P takes P
7	Castles	P takes P
8	Q to Q Kt 3	Q to K B 3
9	B to K Kt 5 (*a*)	Q to K Kt 3
10	Kt takes P	B takes Kt
11	Q takes B	Kt to K 2
12	B takes Kt	K takes B (*b*)
13	Kt to K 5	Kt takes Kt
14	Q takes Kt ch	K to Q sq
15	Q R to B sq	K R to K sq
16	Q to Q B 3	Q to K B 3
17	Q to Q Kt 3	R to K 2
18	K R to K sq	P to Q R 3 (*c*)
19	R to Q B 3	P to Q Kt 4 (*d*)
20	B to Q 5	P to Q B 3
21	R to K B 3	Q to Q 3
22	B takes K B P	B to Q Kt 2
23	B to K R 5	K to Q B 2
24	R to Q sq (*e*)	R takes K P (*f*)
25	Q R to Q 3	Q to K 4
26	R takes Q P ch	K to Kt 3
27	Q to Q Kt sq (*g*)	B to Q B sq *
28	R takes Kt P (*h*)	B to K B 4
29	Q to Q R sq	R to Q sq
30	Q takes Q	R takes R ch
31	B takes R	R takes Q
32	P to Kt 4	R to K 8 ch
33	K to Kt 2	B to K 5 ch
34	B to B 3 (*i*)	B takes B ch
35	K takes B	P to B 4
36	R takes P	P to B 5
37	R to R 6 ch	K to B 4
38	R to R 5 ch (*k*)	K to Q 5
39	P to Kt 5	P to B 6
40	P to Kt 6	P to B 7
41	P to Kt 7	R to K Kt 8
42	R to R 8 (*l*)	K to Q 6 (*m*)
43	R to Q 8 ch	K to B 6
44	P to Kt 8 (Q)	R takes Q
45	R takes R	K to Kt 7
46	R to Q B 8	P to Kt 5
47	R takes P ch (*n*)	K takes R
48	P to K R 4	P to R 4 (*o*)
49	P to R 5	P to R 5
50	P to R 6	P to Kt 6

51 P takes P	51 P takes P
52 P to R 7	52 P to Kt 7
53 P to R 8 (Q)	53 P to Kt 8 (Q)
54 Q to K R 7 ch	And Black resigned.

Notes.

(*a*) Considered inferior to the usual continuation 9 P to K 5. This move was played successfully by Steinitz in the second game of his match against Zukertort. In the present case it was probably adopted in preference to the usual course on account of Dr Zukertort's well-known proficiency in the defence to 9 P to K 5.

(*b*) Both players have continued the game in the manner recommended as best by the authorities, who at this point say "and White's attack is over." For an exhausted attack White certainly continues the game in a lively style.

(*c*) He does not seem to have much choice of play, and this course keeps the B confined for many moves, but it is not easy to show any better move.

(*d*) This must lose a Pawn, which might be saved for the time by Q to Q Kt 3, but it provides an outlet for the K.

(*e*) A slip, I suppose. White would hardly have given up the valuable K P intentionally, though he gets another for it.

(*f*) An effective retort. Black now gradually gets the upper hand. The play for several moves on each side, from this point, is very clever and interesting.

(*g*) Preventing the threatened mate, and at the same time guarding, indirectly, the attacked B.

(*h*) White has now recovered both the Pawns, but Black's position is preferable. White's next move appears an admission of weakness, and the wholesale exchanges which follow give Black, though he loses another Pawn, the best of the game.

(*i*) Interposing B P would be no better.

(*k*) Beyond driving the Black K into a better post, I see no use in these two checks. 38 R takes P would not avail to save the game. The advanced state of Black's Pawns compensates for his opponent's extra one.

(*l*) R to R 4 ch, and R to Kt 4 would be useless of course.

(*m*) This is incomprehensible. Black has two distinct ways of winning and chooses neither! P Queens, or R takes P, must evidently leave Black a won game.

(*n*) A remarkable error, giving Black a move, and a chance to draw the game. There was no need to capture the P until White had consumed a move by pushing it to the 8th square. The position guards White's Q R P. By playing 47 P to K R 4, White could have won the game by force.

(*o*) And now Black having thrown away a won game, refuses to avail himself of the chance to draw which his opponent's 47th move gave him. The tardy advance of the R P is useless, but K to Kt 8 would draw.

	48 K to Kt 8
49 P to R 5	49 K takes P
50 P to R 6	50 P to Kt 6, &c.

* R to K R 5 looks better.—[Ed. C. P. C.]

GAME 103.

Played in the first class Tournament of the Leipzig Chess Congress, between Messrs Zukertort and Paulsen. The Notes are by Mr Steinitz in the *Field*.

(*Four Knights' Game.*)

WHITE (L. Paulsen).	BLACK (J. H. Zukertort).
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 Kt to B 3	3 Kt to B 3 (*a*)
4 B to Kt 5	4 B to B 4
5 Castles	5 P to Q 3 (*b*)
6 P to Q 4	6 P takes P
7 Kt takes P	7 B to Q 2
8 Kt to B 5 (*c*)	8 Castles
9 B to Kt 5	9 B takes Kt (*d*)
10 P takes B	10 Kt to Q 5
11 B to Q 3	11 P to Q 4 (*e*)
12 B takes Kt	12 P takes B
13 Kt to R 4 (*f*)	13 Q to Q 3
14 Q to Kt 4 ch	14 K to R sq
15 Kt takes B	15 Q takes Kt
16 Q to R 4	16 R to K Kt sq
17 Q takes B P ch	17 R to Kt 2
18 P to Q B 3	18 Kt to B 3
19 Q R to K sq	19 Q R to K Kt sq
20 R to K 3 (*g*)	20 Q to Q 3
21 Q takes Q (*h*)	21 R takes P ch
22 K to R sq	22 P takes Q
23 P to B 6	23 Kt to K 4
24 B takes P	24 Kt to Kt 5 (*i*)
25 B takes R	25 Kt takes R
26 B takes P	Resigns (*j*)

Notes.

(*a*) We mentioned in our last number that P to K Kt 3 is preferable at this point. Black's K B is best placed at K Kt 2 in this opening, where he may get the long range, in case the opponent play P to Q 4. The K Kt is also often wanted at K 2, and we would therefore pronounce the move in the text inferior.

(*b*) White obtains an excellent attack in consequence of this mode of defence, which cannot be recommended. Much sounder is the variation adopted by Morphy against Paulsen in the New York Tournament, and which proceeded as follows:

	5 Castles
6 Kt takes P	6 R to K sq
7 Kt takes Kt	7 Q P takes Kt
8 B to B 4	8 P to Q Kt 4
9 B to K 2	9 Kt takes P
10 Kt takes Kt	10 R takes Kt
11 B to B 3	11 R to K 3, etc.

(*c*) Unostentatious as this move may appear, it is the result of deep judgment. Whether Black take the Kt or not, his position is already unenviable, which shows that the opening must have been mismanaged.

(*d*) The Kt was pressing hard on the weak K flank, and there seemed to be nothing better than to capture it at once, in view of the threatened Kt to Q 5. Had he retreated the Q Kt to K 2 the game might have gone on thus:

	9 Kt to K 2
10 B takes Kt	10 P takes B
11 Kt takes Kt ch	11 Q takes Kt
12 Kt to Q 5	12 Q to Q sq
13 B takes B, and wins.	

(*e*) A disagreeable necessity. Black was obliged to provide against the menaced Kt to K 4 or Kt to Q 5

(*f*) Again one of those quiet and unassuming moves which delight the true adept more than brilliant sacrifices; for it is now generally admitted amongst first-class players that surprises can only be effected against weak play. It would hardly be believed that the game is forced from this point, for all Black's moves are compulsory after this. Black must support the B with the Q; for if he plays B to Q 3 or B to Kt 3, a piece would be lost by Q to Kt 4 ch; and if he protect the B by P to Q Kt 3 White would first attack the B by P to Q Kt 4.

(*g*) Threatening the formidable R to R 3.

(*h*) It was so easy to provide against the loss of the P that we may fairly assume that Mr Paulsen gave it up designedly, fully realizing the force of his position, which gave him an irresistible advantage.

(*i*) Of course if he took the B the exchange was lost by the answer R to R 3 ch, but yet as a last resource we should have preferred fighting with the exchange behind to this reduction of pieces, and consequent simplification of the game.

(*j*) Black must lose in a few moves, for his Kt will have no escape, e.g.:

	26 R takes P ch
27 K takes R	27 Kt takes R ch
28 K to Kt 2	28 Kt to Q 7

29 B to Q 5, followed by P to K B 4, after which White's K will proceed to fetch the Kt without hindrance.

Game 104.

Played in Class I. at Birmingham.

(*Irregular Opening*).

White (Mr Ranken).	Black (Major Martin).
1 P to K 4	1 P to K 3
2 P to Q 4	2 Kt to K B 3
3 B to Q 3	3 P to Q 3
4 P to Q B 4	4 P to K 4 (*a*)
5 P to Q 5	5 P to K R 3 (*b*)
6 Kt to K 2	6 P to K Kt 4
7 Kt to Kt 3	7 B to Q 2
8 Kt to Q B 3	8 B to Kt 2
9 Kt to R 5	9 K to B sq
10 B to K 2 (*c*)	10 B to K sq
11 Kt takes B	11 K takes Kt

12 P to K R 4	12 B to Q 2 (*d*)
13 P takes P	13 P takes P
14 R takes R	14 Q takes R
15 Q B takes P	15 Kt to R 3
16 Q to Q 3 (*e*)	16 R to K Kt sq
17 Q to K B 3	17 Kt to R 2
18 B to R 4	18 K to B sq
19 Castles	19 B to Kt 5
20 Q to K 3	20 B takes B
21 Kt takes B	21 P to Q Kt 3
22 Kt to Kt 3 (*f*)	22 Kt to B 3
23 R to K R sq	23 Kt to Q B 4
24 B to Kt 5	24 Kt to R 2
25 Kt to B 5	25 K to K sq
26 B to K 7 (*g*)	26 R takes P
27 Q to R 6	27 R takes P
28 Q takes Kt	28 R to B 8 ch
29 K to B 2	29 R takes R
30 Q takes Q	30 R takes Q
31 B to B 6	31 R to R 7 ch
Resigns.	

Notes.

(*a*) The K P having taken two moves to get to K 4, Black has clearly lost a move by his *bizarre* opening, besides being in a constrained position.

(*b*) He should rather have brought Q Kt to R 3; the too early advance of the Pawns on the K's flank is a source of weakness.

(*c*) With the object of playing P to K R 4, and preventing Black from replying with P to Kt 5.

(*d*) Apparently a miscalculation; Black must have thought that the opening obtained for his Q compensated for the loss of his Pawn.

(*e*) It would be better to make the precautionary move P to Q R 3, for had Black now played the Q Kt to Kt 5, White must either take Kt with B, or retire Q to Q 2, as Q to B 3 would be unsound on account of the reply Kt to R 2.

(*f*) Q to Q R 3 is apparently the best continuation here.

(*g*) A fatal mistake; the proper course was to play R to R 5, threatening then B to K 7 and Q to R 3, wherefrom Black could not escape without loss.

GAME 105.

Played at Grimsby, 28th October, 1876.

(*Irregular Opening*).

WHITE (Rev. A. B. Skipworth).	BLACK (J. Crake).
1 P to Q B 4	1 P to Q 4 (*a*)
2 P to K 3	2 P to K 3
3 Kt to K B 3	3 Kt to K B 3
4 P to Q Kt 3	4 B to K 2
5 B to Kt 2	5 Kt to B 3 (*b*)
6 P to Q R 3	6 P to Q R 4 (*c*)

7	Q to B 2	7 Castles
8	B to Q 3	8 P to R 3
9	Kt to B 3	9 P takes P
10	P takes P	10 Kt to K sq (*d*)
11	B to K 4	11 P to B 4
12	B takes Kt	12 P takes B
13	Kt to K 5	13 B to Kt 2
14	Kt to Kt 6 (*e*)	14 R to B 2
15	Kt takes B	15 Q takes Kt
16	Castles (K R)	16 P to B 4
17	Kt to K 2	17 Kt to Q 3
18	P to B 3 (*f*)	18 P to K 4
19	Q R to B sq	19 R to K sq (*g*)
20	Q to R 4	20 Q to K 3
21	R to Q B 2	21 P to B 5
22	P to K 4	22 B to R 3
23	P to Q 3	23 Kt to Kt 2
24	Q to Kt 3	24 Q to Q 2
25	P to Q R 4	25 K R to B 3
26	Q to R 2	26 K R to Q 3 (*h*)
27	P to Q 4	27 K R to K 3
28	P to Q 5	28 K R to K B 3
29	Q to R sq	29 Q to K 2
30	Kt to B sq	30 Kt to Q 3
31	Q to R 2	31 K to R sq
32	Kt to Q 3	32 Kt to B 2
33	B to R 3	33 P to B 3
34	Kt takes B P	34 Q to R 2
35	K to R sq	35 P takes P
36	Kt takes B	36 Q takes Kt
37	K P takes P	37 Kt to Q 3
38	B takes Kt	38 R takes B
39	R to K sq	39 R to Q 2
40	Q R to K 2 (*i*)	40 K R to K 2
41	Q to Kt 2	41 Q to Q 3
42	P to R 3 (*k*)	42 R to Q Kt sq (*l*)
43	Q to B 3	43 R to Kt 5
44	R takes P	44 R takes R
45	R takes R	45 R takes R P
46	R to K 8 ch	46 K to R 2
47	Q to B 2 ch	47 Q to Kt 3
48	Q takes R	Resigns.

Notes.

(*a*) We do not approve of this reply, for White can at once gain a move by P takes P and Kt to Q B 3, &c. The safe and correct answer to almost all the close openings is P to K 3.

(*b*) It has been often remarked that in these *débuts* it is important to play P to Q B 4 before bringing out the Q Kt.

(*c*) *Cui bono?* P to Q Kt 3, followed by B to Kt 2, would surely be a better mode of development.

(*d*) This and the next move of Black are very weak; he ought rather we believe to play as recommended in the last note.

(*e*) We should prefer keeping this in reserve, and instead should have played Kt to K 2, threatening Kt to Q 4 or B 4.

(*f*) P to B 4 in order to prevent the advance of Black's K P looks a better move.

(*g*) Black's Q R P being isolated, he should have kept his Q R at his square, and played P to K 5, or P to R 5.

(*h*) What was the objection to Q takes Q P, and why did White leave it to be captured?

(*i*) He would gain nothing by at once playing on the Q B P, for Black could reply with P to K 5.

(*k*) An important precaution.

(*l*) The passed Pawns must of course win, but Black's play needlessly hastens the catastrophe.

Game 106.

(*Scotch Gambit.*)

White (Herr Hoffer).	Black (G. H. D. Gossip.)
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 P to Q 4	3 P takes P
4 B to Q B 4	4 B to Q B 4
5 P to Q B 3	5 Kt to K B 3
6 P to Q Kt 4 (*a*)	6 B to K 2 (*b*)
7 P to K 5	7 Kt to K 5
8 P to Kt 5	8 Kt to Q R 4
9 Q takes P	9 Q Kt takes B
10 Q takes K Kt	10 P to Q 4
11 Q to Q 3	11 Castles
12 Castles.	12 P to K B 3
13 P takes P (*c*)	13 R takes P
14 B to K Kt 5	14 R takes K Kt
15 B takes B	15 R takes Q
16 B takes Q	16 B to Q 2 (*d*)
17 B takes Q B P	17 B takes P
18 P to Q R 4	18 B to Q B 3
19 P to Q R 5	19 Q R to K sq
20 P to R 6 (*e*)	20 P to Q Kt 4 (*f*)
21 B to Q R 5	21 Q R to K 3
22 B to Q Kt 4	22 Q R to K Kt 3
23 P to K Kt 3	23 P to K R 4
24 B to Q B 5	24 Kt to K 4 (*g*)
25 P to K B 4	25 Kt to B 6 ch
26 R takes Kt (*h*)	26 R takes R
27 B to Q 4	27 P to K R 5
28 Kt to Q 2	28 R to Q 6

29 Kt to K B sq	29 P to Q Kt 5
30 R to Q B sq	30 B to Q Kt 4
31 B to K 5	31 P takes Q B P (*i*)
32 B takes P	32 R to Q B 3
33 R to Q Kt sq	33 P takes Kt P (*k*)
34 Kt takes P	34 B takes Q R P
35 B to K 5	35 R to Q Kt 3 (*l*)
36 R to R sq	36 P to Kt 3
37 P to K B 5	37 K to B 2
38 P takes P ch	38 K takes P
39 Kt to K 2	39 R to K 6 (*m*)
40 Kt to B 4 ch	40 K to B 4
41 B to Q 4	41 K takes Kt
42 B takes R at Kt 3	42 P takes B
43 R takes B	43 K to B 6 (*n*)
44 P to R 4	44 K to Kt 6
45 K to B sq	45 R to K 3 (*o*)
46 R to R 4	46 P to Kt 4
47 R to Q 4	47 R to Q 3
48 R to Q Kt 4	48 R to Q Kt 3
49 P to R 5	49 K to B 6
50 K to K sq	50 K to K 6
51 P to R 6	51 R takes P
52 R to Q Kt 3 ch	52 K to Q 5
53 R takes P	53 K to Q B 5
54 R to R 5	54 P to Q 5
55 R to R 4 ch	55 K to Q 6
56 R to R 3 ch	56 K to B 7
57 R to R 2 ch	57 K to Kt 6
58 R to R 8	58 R to Q B 3
59 K to Q 2	Drawn Game.

Notes.

(*a*) By no means a commendable move. B to K Kt 5 here is a mode of play which deserves more attention than has yet been given to it.

(*b*) The Bishop should retreat to Kt 3, we believe; but retiring to K 2 he deprived himself of the power of playing P to Q 4 in reply to P to K 5.

(*c*) R to Q sq first seems preferable.

(*d*) The following, we think, would have been a stronger continuation.

	16 B to Kt 5
17 B takes P	17 B to K 7
18 R to K sq	18 R to K 8
19 R takes R	19 B takes R

and White will find it hard to get his imprisoned pieces into action without incurring some loss.

(*e*) As White apparently has no salvation for his Q B P, it would be better to give it up at once by Kt to R 3, and then exchange Kts, and trust to the chance of drawing with Bishops on different colours.

(*f*) P to Q Kt 3 was stronger, and would enable him, we believe, to win the R P presently.

(*g*) Black has now obtained a fine attack, and he conducts it with much ability.

(*h*) Perhaps the best move to stem the force of the assault.

(*i*) Black's last few moves have been capitally played, but here we think he would have done better to push on the pawn instead of exchanging.

(*k*) Here again, in our opinion, Black's play could be improved by taking the P with B, and then advancing P to K R 6.

(*l*) R to Q 7 at this point, followed presently by the other R to Q B 7, must have been decisive.

(*m*) A mistake which costs a piece. R to Kt 6, forcing afterwards the exchange of Rooks, was the proper course.

(*n*) R to Q Kt 6, or even P to Q 5 at once, would be better.

(*o*) The end game is far from being well played by Black; he ought, instead of this weak move, to have captured the P with his K.

Game 107.

A capital game recently contested at the Clifton Chess Club, in playing off a tie in the Handicap Tournament for the President's Cup.

(*Remove Black's K B P*).

White (Mr Perry).	Black (Mr Thorold).
1 P to K 4	
P to Q 4	1 P to Q B 4 (*a*)
2 P takes P	2 Kt to Q B 3
3 Q B to K 3	3 Kt to K B 3
4 K B to Q 3 (*b*)	4 P to K 4
5 P to Q B 3 (*c*)	5 B to K 2
6 P to Q Kt 4	6 Castles
7 Kt to K B 3	7 Q to Q B 2
8 Q to Q Kt 3 ch	8 K to R sq
9 Kt to Kt 5	9 Kt to Q sq
10 Castles (*d*)	10 P to K R 3
11 Kt to K B 3	11 P to Q 4
12 P takes P (*en pass*)	12 B takes P
13 Kt to K R 4 (*e*)	13 K to R 2
14 P to K R 3	14 B to K 3
15 Q to Q B 2	15 P to K Kt 4
16 Kt to K B 5	16 B takes Kt
17 P takes B	17 R to Q B sq (*f*)
18 P to Q R 3	18 Q to Q B 3
19 P to K B 3	19 B to Q Kt sq
20 P to K Kt 4 (*g*)	20 P to K 5
21 P takes P	21 Q to Q 3
22 R to K B 3	22 Kt to K B 2
23 B to Q 4	23 Kt to K 4
24 B takes Kt	24 Q takes B
25 R to Q R 2	25 P to K R 4 (*h*)
26 Q to K Kt 2	26 P takes P
27 P takes P	27 K to Kt 2

28 R to K R 3	28 R to K R sq
29 R takes R	29 R takes R
30 Q to K B 3	30 R to R 5
31 R to K Kt 2	31 P to Q R 3
32 B to Q B 2 (*i*)	32 B to R 2 ch
33 K to B sq	33 R to R 8 ch
34 K to K 2	34 Kt to Q 4 (*k*)
35 Q to K Kt 3	35 Kt to B 5 ch
36 K to Q 2	36 Q to Q 3 ch
37 B to Q 3	37 R takes Kt
38 K to B 2	38 R to Q R 8
39 K to Kt 2	39 R to Q 8
40 B to Q B 2	40 Kt takes R
Resigns.	

Notes.

(*a*) This defence has certainly the merit of gaining time for the second player, unless great care be taken, but we believe that by 2 $\frac{\text{Q to R 5 ch,}}{\text{P to Kt 3,}}$ 3 $\frac{\text{Q takes B P,}}{\text{Kt to Q B 3,}}$ 4 $\frac{\text{P to Q B 3, or B to K 3,}}{}$ White retains the second Pawn without the least danger.

(*b*) It would be better, we believe, to defend the K P with Q Kt, posting the K B afterwards according to circumstances.

(*c*) P to Q R 3, to avoid blocking the Q Kt, is preferable, or better still, Kt to Q B 3 at once.

(*d*) We have here an example of the way in which a premature attack so often breaks down in the hands of an inexperienced player. White should have played B to K 2, and then P to K R 4 if the Kt were attacked with R P.

(*e*) It would be more to the purpose to bring the Q Kt and R into action.

(*f*) Black's pieces are all now in good play, and barring the two Pawns *minus*, he has much the best of the game.

(*g*) Weak; he should release his Q's pieces without delay by P to Q B 4.

(*h*) Black prosecutes his attack with characteristic vigour.

(*i*) Apparently he has nothing better. It is curious to note how White's superiority in Pawns avails him nought, for he has practically all along been giving the odds of a piece, owing to his Fabian tactics on the Q's side.

(*k*) The latter portion of this game is admirably played by Black, White's forces, like Bazaine in Metz, are utterly hemmed in and rendered inoperative, or finally captured, by mere strength of position.

CHESS INTELLIGENCE.

*** Secretaries of Clubs and others *are invited to assist us in making our record of the month's doings as complete as possible.*

The British Chess Problem Association, to which we referred in our last, is now in a fair way of being established. Its objects are:—

1. Holding periodical problem and solution tourneys with adequate prizes.

2. The establishment of a problem code for the guidance of all parties in such tourneys.

The annual subscription will be 5s. Solvers who do not intend entering for the problem contests will be admitted to the solution competitions at half price. The following composers and problematists have signified their intention of joining the Association:—Messrs J. W. Abbott, H. J. C. Andrews, C. Callander, J. G. Campbell, W. Coates, J. Crum, P. T. Duffy, G. W. Farrow, J. H. Finlinson, W. Greeenwood, W. Grimshaw, R. W. Johnson, H. E. Kidson, J. A. Miles, W. Mitcheson, W. Nash, R. Ormond, W. S. Pavitt, A. C. Pearson, J. Pierce, W. T. Pierce, C. E. Ranken, G. J. Slater, J. P. Taylor, S. H. Thomas, and J. Watkinson.

From the above list a working Committee of composers and solvers will be formed (in the event of the establishment of the Association) for the purpose of carrying on its business. Intending subscribers are requested to send in their names as soon as possible to Mr H. J. C. Andrews, The Ferns, Addington Grove, Sydenham, Kent, as in the event of sufficient support being forthcoming within the ensuing month, steps will be taken to hold the first tourney of the Association with as little delay as possible. The Association will be open on the before mentioned terms to all British born subjects in any part of the world.

CHESS MEETING AT GRANTHAM.—A grand Tourney in connection with the Annual Meeting of the Lincolnshire Chess Association will take place at the Guildhall, Grantham (by permission of the Mayor), commencing on Monday December 31st. Patron, His Royal Highness Prince Leopold; President, The Earl Brownlow; Lady Patroness, not yet appointed; Vice-Presidents and General Committee, a long list, including the following names: Lord Lyttelton, J. A. Rimington Wilson, Esq., Rev. Professor Wayte, Rev. J. Greene, Rev. C. E. Ranken, Rev. J. Coker, Rev. J. H. Ellis, Rev. A. B. Skipworth, Thomas Avery, Esq., E. Thorold, Esq., the Mayor of Grantham, the Mayor of Lowth, the Rev. Canon Clements, Rev. R. W. Cracroft, Rev. A. C. Rowley, Rev. B. A. Galland, &c.

Prizes will be offered for competition in the following Classes:—

Class I. Open to all British Amateurs by subscription of £1 1s. The first prize will be of the value of £15. (£10* being given by the Lincoln County Association, and a £5 cup by H.R.H. Prince Leopold); the second prize will be of the value of £5; the third, £2.

Besides the subscription, each player must deposit with the Treasurer the sum of 10s. 6d., which will be paid back after the meeting in each case, *if the competitor has played out all his (or her) games, and if he (or she) has correctly and legibly recorded all the games required according to the rules of the Meeting, handing them over to the Secretary.* Local players, that is, residents in the County of Lincoln, who are at the same time members of the County Chess Association, can compete in this Class by increasing their present subscription of 5s. to 10s. 6d.

Class II. Open to Amateurs not strong enough for Class I., by subscription of 10s. 6d. The first prize will be of the value of £7; other prizes according to the number of entries. Local members may play in this Class without any further subscription.

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* This prize of £10 (given by the County Association) is not open to those players who carried off any of the chief honours at the Meetings in London of the (now supposed to be defunct) British Chess Association. In other respects the prize is perfectly open to all Amateurs, whether metropolitan or provincial.

Each player must make a deposit of 5s. as arranged for Class I., to be returned after the Meeting on the same conditions as above.

*** The Committee reserve to themselves the right of increasing or diminishing the prizes in the above Classes, in *number* and in *value*, should the comparative number of entries make it either desirable or necessary to do so.

*** Sand glasses and a time limit of 20 moves to the hour will be compulsory in Class I., and optional in Class II.

It is proposed also to give prizes in the above Classes (1) for the highest score made by open games; (2) for the two best or most brilliant games; (3) for highest score with the smallest number of draws, &c. No player can take more than ONE prize in the same competition.

CLASS III. Entrance, 5s. Prizes according to the number of entries.

CLASS IV. A Handicap for evening competition, a special provision for those who are unable to be present at the morning Meetings. Entrance, 5s.

A DISPLACEMENT PRIZE of the value of £5 5s. is liberally offered by the Rev. J. Greene. The competition for this prize will take place as soon as the play in Class I. is concluded. The entrance for this competition will be 10s. 6d., and second and third prizes will be given in accordance with the number of entries. This competition is open to all those who are eligible to compete for the £10 prize in Class I. Mr Greene wishes his Displacement Prize to be open *only* to those provincial amateurs who are eligible to compete at the Counties' Meeting.*

EXAMINATION ON PAPER.—Questions will be given on the openings, positions on diagrams in which some material advantage can be gained, and problems for solution. The strongest players in Class I. are *not* expected to compete. Entrance, 2s. 6d. Prizes according to the number of entries. The use of board and men will be allowed.

A GENERAL HANDICAP will, if possible, be arranged for during the Meeting.

CASUAL GAMES.—The Committee will do their best to find competitors during the latter part of the meeting for all who are not playing in the tourneys.

*** All persons wishing to compete must send in their names, with subscriptions, to Mr Skipworth, on or before Saturday, December 15th, 1877.

No entry will be acknowledged unless accompanied with the subscription. Post Office Orders must be made payable to Mr Skipworth, at the Post Office, Burnham, Lynn, Norfolk, which will be his address until the Chess Meeting.

A Subscriber of not less than £1 1s. will be placed on the list of Vice-Presidents, and free tickets of admission to the meeting will be given to all members of his family. A Subscriber of 10s. 6d. will be placed on the General or Representative Committee, when two free tickets will be given. The ordinary Subscription of the Association is five shillings, which entitles the Subscriber to one free ticket. Persons becoming members of the Association as above, can compete for a prize without any additional Subscription, excepting in Class I., for which local players must subscribe altogether 10s. 6d., and others £1 1s.

The Committee *hope* to be able to offer some comfortable lodgings at about 2s. 6d. for bed and breakfast each day. The Hotels will be mentioned in the programme. There are several good Hotels in Grantham, but the headquarters of the Committee will be the ANGEL HOTEL, where the charge for bed, breakfast, and attendance for Chess Players will be only 5s. each. A room will be provided for those who smoke during the play.

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* The DISPLACEMENT COMPETITION will not take place until Monday, Jan. 7, 1878, so that players who are unable to be present the first week, may still play in this interesting tourney.

Full programmes, containing all information as to rules of play, &c., may be had very shortly on application to

Rev. A. B. SKIPWORTH, Hon. Secretary and Treasurer.
Mr A. COCKMAN, Castlegate, Grantham, } Local
Mr S. WALTON, Middlemore House, Grantham, } Secretaries.

*** This progamme not having been formally approved by the Committee at the time of our going to press, may have some slight alterations in the final issue.

The singular success of the City of London Chess Club deserves more than the passing notice it received in our last issue. Even in these enterprising days, a tournament for nominal prizes, that attracts sixty-four competitors to the lists is uncommon, and the Association under whose auspices it has been organised may be congratulated upon having rendered good service to the cause of chess in England. The sixty-four competitors are divided into six classes, and the handicapping is as follows:—The first class gives to the second Pawn and move; to third, Pawn and two moves; to the fourth, the Knight; to the fifth, the Rook; and to the sixth, two minor pieces. It will thus be seen that the lists comprise players of every degree of force, from the first-rate to the mere tyro. The first class includes four of the best English players of our time, Messrs. Boden, Blackburne, Macdonnell, and Potter; three players of the second class, eighteen of the third, sixteen of the fourth, seventeen of the fifth, and six of the sixth class. The first round has been completed, just the second pairing has taken place, and some games therein have already been played. All the first-class players who entered, saving Mr Blackburne, who is in Manchester, have succeeded in unhorsing their respective opponents of the first pairing, and are therefore in a position to compete for the two chief prizes. The Junior Handicap, at the same Club, has come to an end, with the following results:—First prize, Mr Watts; second prize, Mr George.—*Land and Water.*

At the re-opening of the Manchester Athenæum Chess Club recently, Mr Blackburne gave one of his remarkable displays of blindfold chess, contesting eight games simultaneously with eight of the strongest members of the Club. Of these he won 3, lost 2, and 3 were drawn.

The Newcastle-on-Tyne Chess Club commenced the season on the 4th Oct., when the report of the Committee was unanimously adopted. The income for the past year has been more than double that of any previous year, and the Club has thus been enabled to distribute over £20 in prizes to the winners of the several tourneys conducted under its auspices. The attendance at the Club has been very good and steady to the end of an unusually protracted season. On several occasions the room was found to be inadequate to the accommodation of the members present, and we fear that many have been deterred from attending on that account. The Committee have therefore engaged, for the ensuing season, a much more commodious room at the Queen's Head Hotel, Pilgrim Street, where they hope the members will regularly muster in strong force. The annual handicap tourney in connection with the Club took place as usual, Mr Archdall again carrying off the first prize. The Committee hope next year to report a larger number of entries to this tourney.—*Land and Water.*

We are glad to hear that a new Chess Club has been formed at Middlesborough, in connection with the Cleveland Literary and Philosophical Society, and that it numbers already 30 members.

Mr Nash of St. Neots, the eminent problem composer and solver, has organised a correspondence tourney of 21 players, with an entrance fee of £1 1s. each, on the plan of Mr Archdall's late tourney. Each competitor has to play one game with every other, and to conduct 4 games simultaneously. The first prize will be a silver cup, value £10, and the other prizes will be worth £5, £3, £2, and £1 respectively.

Three matches have lately been played by the Hackney Club, in all of which it was victorious. In the first match with Clapton, Hackney scored 6½, and their opponents 2½ games; the second match with the Young Men's Catholic Association they won by 4 to 2, and the third, with the Eclectic Club, by 8 to 5.

The Camberwell and Greenwich clubs have been playing two matches, Camberwell winning the first by one game, and Greenwich the other with a score of 5 to 0.

PRESENTATION.—At a meeting of the Bury and West Suffolk Chess Club, held on Friday evening, November 1st, a valuable and handsome dining-room clock, in black marble, with bronze enrichments, was presented to Mr Francis Ford, Honorary Secretary to the Club, by his brother members, "in testimony of their appreciation of his valuable services" in that capacity since its establishment in 1867. The presentation was made on behalf of the subscribers by Mr Robert Craske, President of the Club, who spoke in very cordial terms of the esteem in which Mr Ford's services are held, and allusion was also made to the heartiness with which the project was entered into as soon as it was mooted. Mr Ford made appropriate acknowledgment of the handsome gift of his chess-playing friends.

With the approach of winter, and the establishment of Problem Associations at home and in America, problem tourneys seem likely to become plentiful. Through the courtesy of Mr S. Loyd we received the programme of the first grand tourney of the recently formed American Association, but unfortunately too late for our last issue, and now the demands upon our space forbid our giving it in full. There are to be six prizes, the first, for the best problem of the tourney, 25 per cent. of the subscriptions and entrance fees, and the other five for the best sets of problems in 2, 3, or 4 moves, varying from 25 down to 5 per cent. of the total funds received. No composer may enter more than one set of problems, which must bear a motto, and may be addressed to the Secretary of the Association, Mr J. B. M'Kim, Cleveland, Ohio, or to any American chess editor. The problems will be adjudged by a Committee of award, according to a scale of marks given for (1) Beauty of idea, (2) Neatness of position, (3) Merit of construction, and (4) Difficulty of solution. The competition is open to all the world, and entries, accompanied by a fee of one dollar, may be made up to March 31st, 1878.

The *Detroit Free Press* puts forth, likewise, the programme of another problem tourney, which we hope will not clash with the above. Two prizes, of 15 and 10 dollars, are to be given for the two best sets of three original problems in 2, 3, or 4 moves, also special prizes for the best 2, 3, and 4 move individual problem. Should any of the special prizes fall to the winner of either of the others, an extra prize will be awarded to the best problem in

that number of moves of a non-prize bearer. The rest of the conditions are similar to those of the last mentioned tourney, with the exception that there appears to be no entrance fee. There will also be a solver's tourney.

The late numbers of *La Stratégie* contain amusing articles by M. Delaunoy, now a resident in London, upon metropolitan chess players, and their sayings and doings. Written in a lively gossiping style, these articles are entirely free from any offensive personalities, and they cannot fail to be specially interesting to the frequenters of the Divan and City of London Chess Club, as portraying, from a Frenchman's point of view, the peculiarities of London chess life. The October number has also a notice of the late M. Leverrier in his capacity as a chess player, and an interesting account from M. Duclos of the Lima Chess Club.

La Nuova Rivista has received 98 entries for its 2d problem tourney. An Italian Chess Association is now talked of.

We regret to read in the *Schachzeitung* the death of Dr Gelbfuhs, a very promising young player who took part in the Vienna Tourney of 1873, and edited the Chess Column in the *Wiener Illustrirte Zeitung*. He has been succeeded in the editorship by Herr Falkbeer.

Herr Schallop of Berlin is preparing for publication the Book of the Anderssen Jubilee Congress at Leipsic, the price of which to subscribers will be about 3 marks.

The next Congress of the West German Chess Association is to be held at Frankfort in 1878.

*** We desire to call attention to the circular containing the announcement and programme of our own Handicap Correspondence Tourney. The Tourney will be on a new principle both as regards the handicapping, and the provision in case of retirements, which we think will be a fair arrangement for all parties, and we hope it will prove a success.

NOTICES TO CORRESPONDENTS.

M. B., Hackney, and T. H. P., Greenwich. Thanks for the accounts, which we are sorry we are compelled to abbreviate.

E. T., Bath. The games, as always, most welcome.

T. P. B., Detroit, and S. Loyd, New Jersey. We are greatly obliged for your courteous letters, and have replied by post.

F. V. P., Manchester. Thanks for your attention.

Problems received, with thanks, from W. T. Pierce, H. Blanchard, S. Loyd, W. Furnival, and J. Crake.

SOLUTIONS TO PROBLEMS.

	WHITE.	BLACK.
No. LXXXI.—	1 Q to R 7	
No. LXXXII.—	1 R to R 6	
No. LXXXIII.—	1 B to R 8	

No. LXXXIV.—1	Kt to Kt 4	1 Kt takes Kt
2	P to Q 4	2 Anything
3	R mates	
		1 K moves
2	Kt to Q 3 ch	2 K moves
3	R mates	

No. LXXXV.—1	Kt to K 7	1 K to Q 5
2	Kt to Q B 5	2 K to K 4
3	Q to B 3 ch	3 K moves
4	Q mates	

No. LXXXVI.—1	B to R 3	1 K moves
2	Q to B 5 ch	2 K moves
3	Q to B 6	3 K moves
4	Q mates	

The above is the author's solution. There is another solution commencing Q to K Kt 5.

No. LXXXVII.—1	Kt takes P on B 5	1 K to Q 5
2	Kt to K 5	2 K takes Kt
3	B to Kt 2	3 K to B 3
4	Q takes P ch	4 Anything
5	Mate accordingly	
		1 B to R 5
2	Q takes B, &c.	
		1 Kt to Q 6
2	R takes Kt, &c.	
		1 K to Kt 4
2	Q to Kt 2 ch, &c.	
		1 Kt to Kt 7
2	Q to Kt 3, &c.	

No. LXXXVIII.—1	R takes P ch	1 Kt takes R
2	Kt mates	
		1 R takes B ch
		2 Kt to B 3 ch
	BLACK.	WHITE.
1	Q to B 4 ch	1 K takes Kt
2	R takes Kt mate	
1	P takes B dis ch	1 R takes Q
2	Kt takes R ch	2 Kt takes Kt mate

CORRECT SOLUTIONS.—A. Demonchy has solved No. 88; F. W. Davis, 81, 84, 85, 86; Emile Frau, 81, 82, 83, 88; W. Johnston, 81, 82, 83, 84; "Zeus," 81, 82, 83, 84, 85, 86, 88; W. Furnival and "Cant," 81, 82, 83, 84, 85, 86, 87, 88.

We shall be glad to acknowledge any Solutions of Problems which we may receive before the 20th of each month.

PROBLEMS.

Under the supervision of JOHN CRUM, 16 *Bothwell Street, Glasgow, to whom all Communications connected with Problems, Solutions, &c., should be addressed.*

No. 89.—By H. BLANCHARD.

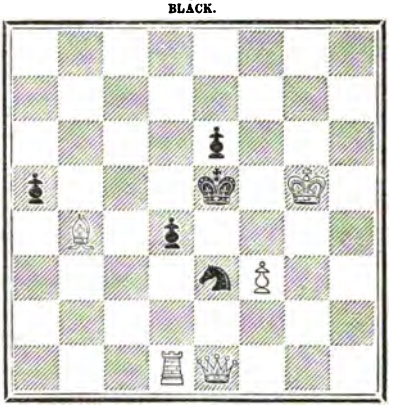
BLACK.

WHITE.

White to play and mate in two moves.

No. 90.—By J. CRAKE.

BLACK.



WHITE.

White to play and mate in two moves.

No. 91.—By S. LOYD.

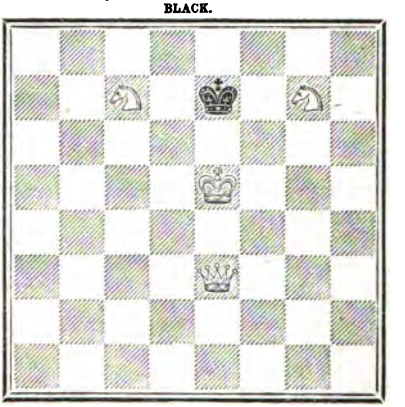
BLACK.

WHITE.

White to play and mate in three moves.

No. 92.—From the "Detroit Free Press."
By WILLIAM ENGLISH.

BLACK.

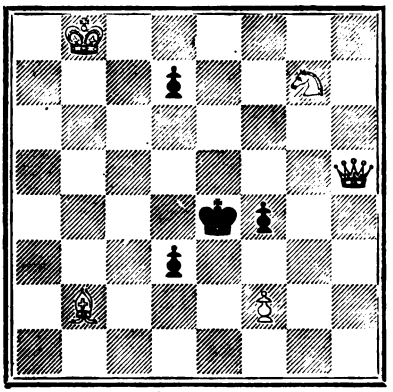


WHITE.

White to play and mate in three moves.

No. 93.—From "Land and Water."
By J. W. ABBOTT.

BLACK



WHITE.

White to play and mate in three moves.

No. 94.—From the "Schachzeitung."*
By F. v. GEYERSSTAM.

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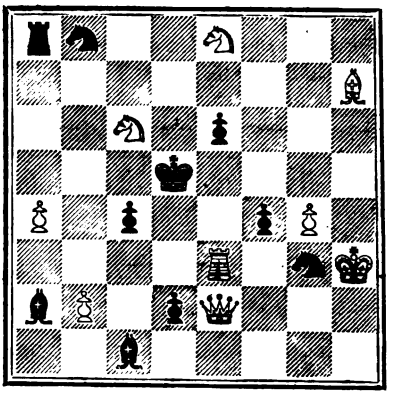

WHITE.

White to play and mate in three moves.

No. 95.—From the "Schachzeitung."*
By F. v. GEYERSSTAM.

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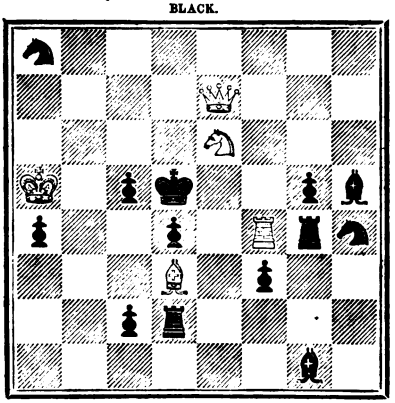
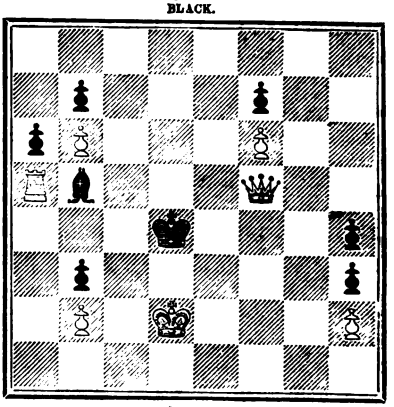


WHITE.

White to play and mate in four moves.

No. 96.—By W. T. PIERCE.

BLACK.



WHITE.

White to play and mate in five moves.

* These two Problems won the Second Prize in the Cologne Tourney.

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